

RUSSELL KOBELSKY

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Education

University of Michigan

2021 – 2025

Bachelor of Science in Computer Science, Minor in Business

Ann Arbor, MI

GPA: 3.5

Relevant Coursework: Programming and Data Structures, Discrete Mathematics, Data Structures and Algorithms

Experience

Software Development Intern

May 2022 – August 2022

TotalCAE

Plymouth, Michigan

- Developed an automated drop-in replacement program for SLURM (Job Scheduler for Linux) that gives details such as ID, Name, Job, Partition, etc. on submitted jobs via email.
- Optimized and modified pre-existing job-scheduling code to support a much heavier load and drastically improve runtime.
- Implemented customization for clients such as configurable tail-file size to job emails, support for multiple file types, and adjustable verbosity level.

Projects

Personal Website | *JavaScript, HTML/CSS, React*

December 2022 - Present

- Designed and developed a website to showcase my personal portfolio, work experience, technical skills, and more
- Employed React/ReactDOM along with SwiperJS and EmailJS to achieve sleek and modern design with user-friendly features
- <https://github.com/RKobelsky/Personal-Website>

NASA SUITS Challenge | *C#, Unity*

September 2022 - Present

- Programming and implementing an improved AR interface designed for astronaut exploration in the Artemis mission before presentation in May 2023 at the Johnson Space Center.
- Adding new features such as a mission control center, dynamic obstacle detection/pathfinding, and multiplayer functionality.
- <https://github.com/CLAWS-UMICH/HOSHI-2021-2022-Release>

Curse or Treat | *C#, Unity*

October 2022

- Developed core-gameplay code and object/player physics for multiplayer action game using C# scripting and Unity.
- Implemented adaptive scrolling level features, explosion animation, and unit collision sound effects along with background and cover art.
- <https://github.com/RKobelsky/Curse-Or-Treat>

Extracurriculars

CLAWS

September 2022 - Present

- Member of Software Engineering subteam of CLAWS, a project team that designs and develops AR technology for astronauts in the NASA SUITS challenge.

WolverineSoft

November 2021 - Present

- Developed scalable 2D platformer physics models used in larger team projects.
- Continuing involvement with the student organization through the WolverineSoft Studio, which develops a new game each semester.

Eagle Scout

May 2012 - June 2021

- Led over 20 scouts in Troop 755 to help fundraise over \$2000 to construct two portable rowing boat rigs for Kensington State Park designated for community use.

Technical Skills

Languages: Python, C++, C# , R, Java, HTML/CSS, LaTeX, Visual Basic

Developer Tools: Unity, Git, VS Code, Node.js, React, SliderJS, EmailJS, Eclipse, Vim, Slurm, Bash, Ubuntu, RStudio

Technologies/Frameworks: Linux, Flask, GitHub