

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: Data Structures and Algorithms, Programming and Data Structures, Discrete Math

Experience

Software Development Intern

May 2022 – August 2022

TotalCAE

Plymouth, Michigan

- Created an automated drop-in replacement program for SLURM (Job Scheduler for Linux) using Python giving clients 200% more information on submitted jobs in a sleek and concise automated email format.
- Optimized and modified pre-existing company job-scheduling code with Shell script to support a 45% heavier memory load and reduce job runtime for clients by 20%.
- Implemented customization features for clients such as configurable job feedback emails, job support for multiple file types, and adjustable verbosity level on job reports.

Projects

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

December 2022 - Present

- Designed and developed a website to showcase personal portfolio, work experience, technical skills, and more.
- Utilized React/ReactDOM along with SwiperJS and EmailJS to achieve sleek design with user-friendly features as well as support for tablets and mobile devices.
- <https://github.com/RKobelsky/Personal-Website>

NASA SUITS Challenge | *C#, Unity, Microsoft MRTK*

September 2022 - Present

- Deploying augmented reality scenes using Unity Engine and Microsoft MRTK to construct effective AR interfaces for astronauts on Microsoft HoloLens to be tested and presented at the Johnson Space Center.
- Developing C# scripts for interface features such as eye-gaze responsive task lists, customizable waypoints, and a navigation radar minimap to help astronauts complete missions.
- <https://github.com/CLAWS-UMICH/HOSHI-2021-2022-Release>

Curse or Treat | *C#, Unity*

October 2022

- Constructed core-gameplay code and object/player physics with C# to create a singleplayer endless runner action game.
- Built adaptive scrolling level features and gameplay animations using C# scripts and Unity Animators to help Curse or Treat win Best Gameplay Award at local game jam.
- <https://github.com/RKobelsky/Curse-Or-Treat>

Extracurriculars

UMICH CLAWS

September 2022 - Present

- Member of Augmented Reality (AR) subteam of UMICH CLAWS, an engineering project team designing and developing AR technology for astronauts and participates in the NASA SUITS challenge.

WolverineSoft

November 2021 - Present

- Devised scalable 2D platformer physics models deployed in larger team projects.
- Continuing involvement in the student organization through WolverineSoft Studio, developing a new game to be released on Steam Marketplace each semester.

Eagle Scout

May 2012 - June 2021

- Led over 20 scouts in Troop 755 to help fundraise over \$2000 to design and build two portable rowing boat rigs for Kensington State Park holding, 7 racing shells each for local teams.

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