

# Ryuki Kobayashi

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## OBJECTIVE

Seeking software engineer internship for summer 2021

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## EDUCATION

**Texas A&M University**

Aug. 2020 to May. 2022

Master of Computer Science

**University of Tokyo, Japan**

Apr. 2010 to Mar. 2015

Bachelor of Science: Earth and Planetary Science Major

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## TECHNICAL SKILLS

**Programming Languages:** (Proficient) Python, C#, VBA; (Familiar) Ruby, Fortran, C, JavaScript

**Tools:** Unity, OpenCV, Azure Custom Vision, VRM, UNet, Git, TensorFlow, Ruby on Rails, AWS, Unix

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## WORK EXPERIENCE

**ILLUSION**

Aug. 2017 to Aug. 2020

*Game studio focused on VR/AR software development, with annual sales of \$8 million and 20 employees*

**Deputy Supervisor of Development Department (full time)** – team lead of 5 members

- Developed “**VR Kanojo**” series as a **Unity** engineer. Game produced more than \$4 million in revenue
- Implemented localization system and objects’ inertia to help in-game character to predict ball trajectory
- Released “**TsunTsun VR**” on steam alone. Transmitted haptic feedback from virtual character by bluetooth operating with bHaptics. More than 5,000 downloads

**VALQUA LTD.,**

Apr. 2016 to July. 2017

**System Engineer of Overseas Business Development Department (full time)**

Analyzed factory workers’ movement lane and cut labor cost by 40% utilizing **Python**. Trained 100 employees

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## PROJECTS

**Real-Time Virtual Reality Viewer for 360 Movie**

<https://github.com/kryuki/360PanoramaPlayer>

Apr. 2019

- Designed a real-time converter from dual-fisheye camera to virtual reality view with **Unity** for video industry
- Mapped each pixel of image captured by camera into dynamically created mesh, rendered real time
- Used video capture board to make it compatible with **THETA S** by **WebCamTexture**

**Virtual Reality Training Simulator for “Sasuke” (TV sport show in Japan)**

<https://github.com/kryuki/Sasuke>

May. 2018

- Developed for **HTC Vive** with **Unity** for Sasuke players deploying hand tracking with **Leap Motion**
- Implemented also for standalone devices (**Mirage Solo**, **VIVE Focus**)

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## RESEARCH EXPERIENCE

**“An Attempt to Classify Hot Springs in Hokkaido Using Factor Analysis”**

Graduation Thesis, University of Tokyo, June. 2014 to Mar. 2015

- Processed and analyzed satellite images with **Python**, **VBA**
- Built geographical map related to 1,048 collected data of hot springs with **ArcGIS**
- Performed factor and cluster analysis using **Fortran** and **C**