

Ryuki Kobayashi

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PROFESSIONAL EXPERIENCE

Software Engineer (internship) | Dell Technologies, Chesterbrook, PA *May 2021–present*

- Analyzed customers' API gateway access data; reduced render time by 50% by optimizing log parser code
- Developing a **runtime test framework** in **Python** for use on Windows, Linux and atom clouds; ensured **portability** across platforms to promote team collaboration
- Redesigned **golden file** comparison; placed files on **S3** instead of disk so that runtime harness can easily access

Software Engineer | Illusion, Tokyo, Japan *Aug 2017–Aug 2020*

- Directed a five-member team and launched the **VR Kanojo** series as a **Unity** engineer; ranked in 10 top-selling VR games in the world for 3 years in a row; 200,000+ downloads and achieved \$10 million of revenue
- Implemented a localization system utilizing **Google Sheet** and **CSV files**; utilized **AssetBundle** to save memory
- Constructed an object inertia system in **C#** to help the in-game character predict ball trajectory; utilized **linear algebra**
- Released the **TsunTsun VR** project on Steam (5,000+ downloads); transmitted haptic feedback from virtual characters via **Bluetooth** and bHaptics; deployed a **multiplayer** function via wireless **LAN** using **UNet**

Software Engineer | Gokuraku, Inc., Tokyo, Japan *Feb 2017–Jul 2017*

- Designed a **real-time VR viewer** for a 360° movie shot with a dual-fisheye camera using **Unity**
- Mapped each pixel of a camera-captured image into a dynamically created mesh in **C#**, rendered in real-time
- Used a video capture board to promote compatibility with **THETA S** using **WebCamTexture** scripting API

PROJECTS

Aggie SAMA Website *Jan 2021–Sep 2021*

- Building web application with **Node.js** + **Express**, **HTML**, **CSS**, and **JavaScript** empowering student organization to manage day-to-day operations; utilizing Bootstrap to ensure **responsive** design
- Constructing backend system utilizing **Node.js** and **MSSQL** to efficiently store and server dynamic content previously managed through code

Texas A&M University PhD Admission System *Aug 2020–Dec 2020*

- Deployed a **RESTful** web application with a **React.js** frontend and **Express** backend to allow faculties to record, modify, and review applicants' information on **Google Sheet**
- Ran 100+ **BDD** tests with **Capybara**, using the **Cucumber** tool to turn these stories into executable acceptance tests; ran these tests against the **SaaS** app

EDUCATION

Texas A&M University, College Station, TX *Aug 2020–present*

Master of Computer Science (GPA: 3.8/4.0), expected graduation: May 2022

- Relevant coursework: Software Engineering, Analysis of Algorithms, Artificial Intelligence, Machine Learning
- Selected as member of engineering honor society Tau Beta Pi

University of Tokyo, Tokyo, Japan *Apr 2010–Mar 2015*

Bachelor of Science in Earth and Planetary Science (GPA: 3.2/4.0)

- Recipient of a Students and Researchers Exchange Program in Sciences scholarship

TECHNICAL SKILLS

Programming languages: Proficient in Python, C#, JavaScript, HTML/CSS; familiar with Java, C, C++, SQL
Tools: Git, Node.js, React.js, Ruby on Rails, AWS, Bootstrap, Docker, Linux, Object-Oriented Design

AWARDS / COMPETITION

International Collegiate Programming Contest (ICPC) *Mar 2021*

- Proceeded to South Central USA Regional Round as representative of Texas A&M University team

Tsukumo Award: Looking Glass Hackathon, sponsored by Unity Technologies *Apr 2019*

- Designed a holographic viewer for users to enjoy Japan's four seasons (released via the Looking Glass Library and operated with the **Sony Xperia TOUCH** for an enhanced interactive experience)

GREE award: Lunar Sports VR Hackathon, sponsored by JAXA *May 2018*

- Engineered a VR training simulator for Kendama (a traditional Japanese skill toy) in a simulated gravity environment; utilized a **particle-based physics** engine to create realistic Kendama ropes