

Ryuki Kobayashi

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OBJECTIVE

To obtain a software engineering internship for summer 2021

EDUCATION

Texas A&M University

Aug 2020 to May 2022

Master of Computer Science

Relevant Coursework: Software Engineering, Analysis of Algorithms, Artificial Intelligence

University of Tokyo, Japan

Apr 2010 to Mar 2015

Bachelor of Science, Earth and Planetary Science Major (GPA: 3.20)

TECHNICAL SKILLS

Programming Languages: Proficient in Python, C#, VBA; familiar with C, JavaScript, Ruby

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

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, Development Department (full time) – leader of five-member team

- Developed the **VR Kanojo** series as a **Unity** engineer. The game generated more than \$4 million in revenue
- Implemented a localization system and object inertia in **C#** to help in-game character to predict ball trajectory
- Released **TsunTsun VR** on Steam. Transmitted haptic feedback from virtual character via Bluetooth operating with bHaptics. More than 5,000 downloads. Deployed multiplayer function via wireless **LAN** using **UNet**

VALQUA LTD.,

Apr 2016 to July 2017

System Engineer, Overseas Business Development Department (full time)

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

PROJECTS

PhD Admission System for Texas A&M University

Course Project

Aug 2020

- Will develop and deploy a web application with **React.js** frontend and **Express** backend, allowing faculties to record, modify, review the applicants' information on **Google Sheet**
- Will automate the process of downloading applicants' files on the web and extract data with **Apache PDFBox**
- Will deliver log-in service with **Firebase authentication** to enhance data security

Real-Time Virtual Reality Viewer for 360 Movie

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

Apr 2019

- Designed a real-time converter for dual-fisheye camera to virtual reality view with **Unity** for the video industry
- Mapped each pixel of image captured by the camera into dynamically created mesh in **C#**, rendered in real time
- Used a video capture board to promote compatibility 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**)