

Ryuki Kobayashi

kobayashiryuki1002@tamu.edu | www.linkedin.com/in/kobayashiryuki | 979-721-2596 | College Station, TX, 77840

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 Boomi 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 with 200,000+ downloads and achieved \$10 million of revenue
- Implemented a localization system utilizing **Google Sheet**; utilized **AssetBundle** to save memory
- Constructed an object inertia system in **C#** to help the in-game character predict ball trajectory utilizing **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

PROJECTS

Aggie SAMA Website

Jan 2021–Sep 2021

- Building web application with **Node.js** + **Express**, **HTML**, **CSS**, and **JavaScript** empowering a 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 serve 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 committees 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, REST API

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)

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