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 Ruby, C, JavaScript, CSS, HTML5

Tools: Unity, OpenCV, Azure Custom Vision, VRM, UNet, Git, TensorFlow, 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.

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

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**)

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** and **VBA**
- Built geographical map with **ArcGIS** using collected data for hot springs
- Performed factor and cluster analysis using **Fortran** and **C**