Kyle Cornell

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EDUCATION

University of Michigan   **Ann Arbor, MI**
BSE Computer Science   *May 2027*
Relevant Coursework: Programming Algorithms and Data Structures, Foundations of Computer Science, Computer Organization, Computer Game Design and Development, Probability and Statistics for Engineers

EXPERIENCE

AI Software Analyst   **Remote**
High Five Spirits   *Aug. 2025 – Present*
- Engineering a full AI lead generation pipeline, integrating Google's Gemini API for client profiling, automated web scraping for contact discovery, and streamlined email outreach; slashing manual research time by 90%
- Developing an intuitive React-based user interface to manage the AI marketing workflow, enabling seamless data I/O via Excel and real-time campaign monitoring; reducing onboarding time for non-technical users

Software Analyst   **Remote**
Live Time   *Jan. 2025 – Jul. 2025*
- Led a team of 6 developers to build a brand outreach webpage using HTML/CSS, and React, enhancing the social media platform connecting over 4,000 university students with organizations across 5+ college campuses
- Designed a user-friendly sponsorship application system, integrating the Calendly API for scheduling and streamlining the process with a Xano Database backend, improving UX for over 20 corporate sponsors

AR/XR Development Intern   **Grand Rapids**
HoloLens Live Mission Simulation - Jovian Software Consulting   *Summer 2023 - 2024*
- Co-led 10 team members, planned sprint meetings, and performed simulation demos to potential military clients
- Built and hosted a local server to run 5 interconnected devices assuring no security concerns or vulnerabilities
- Utilized Unity/C# to develop an AR application for active war zone troops improving communication +55%

Software Development Intern   **Grand Rapids**
Transport Service Development Kit (TSDK) - Jovian Software Consulting   *Nov. 2022 – May 2023*
- Employed TypeScript and CSS to create a smooth user interface and experience for a web-based application
- Combined 3 contracted projects to deliver a centralized application improving company's creation capabilities 2x
- Simulated 100+ application functions assuring app functionality resulting in 25% efficiency in completion time

PROJECTS

Legend of Zelda NES Remake   *Aug. 2025 – Present*
- Recreating the original NES Zelda dungeon from scratch, including movement, weapons, and room mechanics
- Implementing my own custom clone mechanic to create a unique feature that challenges the player intellectually
Space Shooter FPS   *Jun. 2024*
- Remade a 3D single player game using C++ and Unreal Engine to make a third person explorer/shooter
- Created AI enemies with tracking attack capabilities, forcing the player to react quick and explore cautiously

LEADERSHIP

VP External/Director of Tech Consulting
Michigan Engineering Consulting Group (MECG)   *Apr. 2024 – Present*
- Sourced 6 pro bono projects, led 2 speaker panels, and created 9 education sessions improving club quality 50%
- Oversaw recruitment, redesigned club engagement, and boosted club visibility driving membership growth 3x

SKILLS

- Languages: **C++**, **C#**, **C**, Java, JavaScript, TypeScript, Assembly, Matlab, Python
- Frameworks: **Unreal Engine, Unity, Cesium,** React, Next.js, Node.js, Tailwind CSS, Electron, Matlab, NumPy
- Dev Tools: **Git/Github, Azure, Visual Studio Code, Rider**, Figma, Cursor, Docker, Jupyter Notebook
- Interest: **Snowboarding, Traveling, Spanish, Augmented Reality,** Cooking, Tennis, Volleyball, Lifting