

Kyle Cornell

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EDUCATION

University of Michigan

BSE Computer Science

Ann Arbor, MI

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

Jovian Software Consulting - HoloLens Live Mission Simulation

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

Jovian Software Consulting - Transport Service Development Kit (TSDK)

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: **Video Games, Anime, Traveling, Spanish, Augmented Reality**, Cooking, Tennis, Volleyball