

# MICHELLE BOBILEV, B.Sc.

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Self-motivated, fast-learning RIT grad with experience in project management and front and back end development.

## EDUCATION

### Rochester Institute of Technology

May 2022

Digital Humanities and Social Sciences, B.S. – Focus: Computing and Design

GPA: 3.33

## TECHNICAL SKILLS

**Languages:** Python, Java, Unix, SQL, PHP, JavaScript, HTML, CSS

**Software:** VS Code, Workbench, Wireshark, Adobe (Photoshop, Illustrator, Premiere Pro), Figma

**Technologies/Frameworks:** Pycharm, Unreal Engine, GitHub, Node.js, WordPress, MySQL

## RELEVANT COURSEWORK

- Computational Problem Solving
- Database Application Development
- Server Programming
- Client Programming
- Web and Mobile I, II
- UX Design
- New Media Design I, II
- Networking Essentials for Developers
- Software Design Principles

## EXPERIENCE

### Instructor - Machine Learning and AI | Python, Tensorflow

June 2022 – August 2022

iD Tech at MIT and Bentley University

Boston, Massachusetts

- Taught to 40+ highschool students 3 courses: Python for ML, Machine Learning and AI, Blockchain and Cryptocurrencies.
- Learned, adapted and presented key concepts, ensuring student understanding by adjusting curricula to student level.

### HEOP Database Connectivity and Access Tutor | SQL, Java

January 2022 – May 2022

Rochester Institute of Technology

Rochester, New York

- New York State Higher Education Opportunity Program
- Helped students enrolled in Database Connectivity and Access courses master concepts.
- Adopted novel solutions to guide students through assignments and lab work.

### UX Research, Design and Development Co-op - Lab for Social Computing

June 2021 – August 2021

Rochester Institute of Technology

Rochester, New York

- Researched sense-making and problematic user help-seeking behaviors principles.
- Restructured RIT Slack documentation through applying research findings.
- Outlined documentation navigation to incorporate solutions to Slack concerns raised by real RIT students, faculty, and staff.
- Worked with WordPress Knowledge Base to add navigation categories and documentation articles to the content management system.

## PROJECTS

### VR Planetarium - Project Leader | Unreal Engine, WordPress, Trello

September 2021 - May 2022

- Led team and technical production of a dynamic, educational VR app developed in Unreal Engine using the HYG star database.
- Constructed and evaluated timeline feasibility using Trello, guiding the team to launch an educational VR app for ImagineRIT in April 2022.
- Developed in-VR user navigation, player and object intractability with UE4.27 Blueprints.

### UNIX Education Web Application - Project Leader | JavaScript, PHP, MySQL, HTML, CSS

June - August 2021

- Led the production team to produce a dynamic UNIX education app with a quizzing system to promote end-user understanding.
- Designed application site architecture, integrated MySQL and PHP to build a live user forum, and implemented the quizzing system in PHP and JavaScript.

### Python Web Page Builder | Python, HTML, CSS, PyCharm

November 2019

- Created a Python app to help web novices build a simple web page.
- Constructed the builder to build from a pre-written script or live in "wizard mode".

### Java UDP Server | Java

April 2021

- Created a server and client system that supports port switching, file upload and download, and uses JavaFX for the front-end.
- Programmed data upload and download through TFTP, gaining ample knowledge on building and dissection of data packets.

### "Caring About COVID-19" Website | JavaScript, PHP, HTML, CSS

November 2020

- Designed and deployed a timeline-focused website for information on COVID-19.
- Utilized JavaScript to create an interactive timeline for the end-user to chronologically learn the events of the pandemic.

## PERSONAL / EXTRACURRICULAR

Mother-tongue fluency in English, Hebrew and Russian. Proficient in Spanish. RIT Clubs: Women in Computing, AR/VR Ukulele, Brick City Boppers. Passionate about sustainability, design, wellness and psychology.