

Michael Kulbacki

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EDUCATION

UNIVERSITY AT BUFFALO

BS IN COMPUTER SCIENCE

May 2017 | Buffalo, NY

College of Engineering and Applied Sciences

Cumulative GPA: 3.6 / 4.0

CORNELL UNIVERSITY

MENG IN SYSTEMS ENGINEERING

Expected Spring 2021

SKILLS

PROGRAMMING

Experience With:

Java • JavaScript • C++

Bash • CSS • HTML • Golang

Exposure To:

Python • OpenCV • JavaScript React

TOOLS/ APIs

Adobe Photoshop/ Lightroom

Android Studio • Ansible

Atlassian Tool Suite • Artifactory

Bootstrap • Docker

Eclipse • GitHub/ Git

Google Analytics • Kubernetes

Intel RealSense SDK

Maven • REST • Vagrant

COURSEWORK

Intro to Computer Science Majors I , II

Discrete Mathematics

Data Structures and Algorithms

Digital Systems

Programming Languages

Web Development

Algorithms

Operating Systems

Networking Concepts

Software Engineering

EXTRACURRICULAR

Lockheed Martin STEM Council Co-Lead

UB Association for Computing Machinery

UB Equity Research Club: Analyst

UB Division 2 Inline Hockey

UB Intramural Volleyball

Ice Hockey (16+ years)

Photography

EXPERIENCE

LOCKHEED MARTIN

Software Engineer LDP Asc.

JULY 2017-PRESENT

- Redesigned the UI/UX for multiple systems and operator displays site wide on agile software development teams
- Developed web-app infrastructure to address security concerns and provide a guarantee of running services to applications on system start-up
- Work on undersea surveillance systems giving operators enhanced functionality through Java Swing & JavaScript React applications
- Updated DevOps processes to create a better customer product delivery method that increased usability for nontechnical employees
- Involved with providing professional mentorship to interns and volunteering at STEM outreach programs for local schools

Engineering Leadership Development Program Project Software Lead

- Led all software aspects of a high performing 18 person team for 9 months from project proposal to product delivery
- Designed the software infrastructure, interfaces and heavily contributed to the technical sections of the project proposal
- Responsible for delegating tasking, software schedule milestones and heavily relied on for I&T decisions
- Created object recognition software with OpenCV & Python to recognize obstacles for autonomous movement
- Designed the payload recognition software through the use of bar-codes to accurately identify payload and contents

GP:50 | MOBILE APPLICATION DEVELOPER

SUMMER 2016

Android Studio • Java • XML

- Utilized Google's LE Bluetooth API to design an Android application to communicate with a temperature/ pressure sensor
- Designed a separate mobile application to use a USB connection to transfer sensor information to speed up company efficiency in recording data

PROJECT MIMIR | UNDERGRADUATE RESEARCHER

SUMMER 2016

Scala • Bootstrap • JavaScript

- Created new functions to streamline the process of applying lenses to the SQL data tables for an easier user experience
- Refined the UI by using Bootstrap to ensure scalability and provided a more uniform theme across the web application

SOFTREK | ENGINEERING INTRAMURAL

SPRING 2015

jQuery Mobile • HTML • CSS • Adobe Phone-Gap

- Worked on a team to develop an application that searches users in SofTrek's database, uploads images to a profile and logs in with specific company credentials
- Used Adobe Phone-Gap and Apache to seamlessly create an application for different mobile OS's
- Integrated smooth transitions and effects to the UI/UX using the jQuery Mobile platform