

# Michael Kulbacki

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## EDUCATION

### CORNELL UNIVERSITY

MENG IN SYSTEMS ENGINEERING

Class of 2021 | GPA: 3.8

### UNIVERSITY AT BUFFALO

BS IN COMPUTER SCIENCE

Class of 2017 | GPA: 3.6

## SKILLS

### PROGRAMMING

Experience With:

Java • JavaScript • C++  
Bash • CSS • HTML • Golang

Exposure To:

Python • OpenCV • JavaScript React  
Redux

### TOOLS/ APIS

Adobe Photoshop/ Lightroom  
Ansible • Artifactory  
Atlassian Tool Suite • Bootstrap  
Cameo • CI/CD • Docker • Eclipse  
GitHub/ Git • Google Web Analytics  
Kubernetes • Intel RealSense SDK  
Maven • REST • Vagrant

## COURSEWORK

Discrete Mathematics  
Data Structures and Algorithms  
Digital Systems  
Web Development  
Operating Systems  
Networking Concepts  
Model Based Systems Engineering  
Systems Engineering Management for  
Virtual Teams

## EXTRACURRICULAR

INCOSE ASEP Certified  
Lockheed Martin STEM Council 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 SR JULY 2017-PRESENT Manassas, VA

- Product Owner of an 8 person agile based software team developing Java applications and lead in software development, presenting customer demos, backlog grooming, risk/ opportunity analysis and representing my team at program level meetings
- Automated Program Office metrics collection and presentation by leading the Eyesight integration effort into our Atlassian Tool Suite
- Redesigned the UI/UX for multiple systems and operator displays site wide on agile software development teams using Material UI design methodology, JavaScript React, Redux and JavaSwing
- Developed an OpenShift hosted Java web app and corresponding SysML Model in Cameo, designed automated prototypes that connect the app to the Software Factory for unit test verification, algorithm verification and interface definition generation using python, mustache templates, Teamwork Cloud Integration, REST API and Artifactory
- Worked on a multi-panel-display web based system to give operators enhanced functionality to interpret data in graphs using Plotly JS, JavaScript React and a Redux store to manage the information between the panels
- Performing as the STEM lead for the entire Manassas site engaging with schools in the area, gathering volunteering metrics and coordinating/leading/hosting events on site and at schools to inspire the next generation of engineers

### 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 to solve a critical customer need

### 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