

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
Redux

TOOLS/ APIS

Adobe Photoshop/ Lightroom
Ansible • Artifactory
Atlassian Tool Suite • Bootstrap
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

EXTRACURRICULAR

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

JULY 2017-PRESENT

Manassas, VA

- 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 a web-app infrastructure to address security concerns and provide a guarantee of running services to applications on system start-up using a scheduling algorithm and Kubernetes
- Scrum Master of an 8 person agile based software team involved in presenting customer demos, backlog grooming, sprint planning, leading retrospectives and representing my team at program level meetings
- 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
- Updated DevOps processes to create a better customer product delivery method that increased usability for nontechnical employees which impacted the entire program
- 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