

# Michael Kulbacki

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## EDUCATION

### CORNELL UNIVERSITY

MENG IN SYSTEMS ENGINEERING  
Aug 2019 - Jan 2021 | GPA: 3.8

### UNIVERSITY AT BUFFALO

BS IN COMPUTER SCIENCE  
Aug 2013 - May 2017

## SKILLS

### PROGRAMMING

Experience With:

Python • Java • Bash • CSS • HTML

Exposure To:

JavaScript • Golang

### TOOLS/ PLATFORMS/ APIS

Adobe Photoshop/ Lightroom

Ansible • Artifactory

Atlassian Tool Suite • Bogie

Bootstrap • CI/CD • Docker • Eclipse

Git • Google Web Analytics

Intel RealSense SDK • Kubernetes

Maven • OpenCV • React JS • REST

SysML

## 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

AWS Certified Solutions Architect

INCOSE ASEP Certified

Lockheed Martin STEM Council Lead

UB Association for Computing Machinery

UB Equity Research Club: Analyst

UB Division 2 Inline Hockey

Ice Hockey (16+ years)

Photography

## EXPERIENCE

### CAPITAL ONE | SOFTWARE ENGINEER SR

JAN 2022 - PRESENT

AWS • Python • CI/CD/Bogie • JS

- Designing/ developing serverless AWS architecture to support internal company applications for the Enterprise Data Machine Learning (EDML) segment of Capital One
- Designed a replacement end to end serverless solution to take in billions of rows of new customer data each day and only upsert the differences compared to the existing dataset to reduce cost and resources in AWS
- Upgraded an outdated suite of JMeter performance tests with K6 to create readable and maintainable way to find out the limits of our APIs. Led program wide adoption
- Creating a company wide Mentorship Platform to create an official place to create, develop and track mentorship connections
- Created dashboards for Data Analysts to visualize our internal Redrock Data Quality results

### LOCKHEED MARTIN | SOFTWARE ENGINEER SR

JULY 2017-2021

JavaSwing, Maven, HTML/CSS, React JS, SysML, Agile

- Product Owner of an 8 person agile based software team developing Java applications while leading software development, presenting customer demos, 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 using Material UI design methodology, JavaScript React, Redux and JavaSwing
- Developed a prototype Java web app and corresponding SysML Model in Cameo to automate the generation of code interface definitions using python, mustache templates, Teamwork Cloud Integration, REST API and Artifactory
- Designed multi-view web-app to give operators enhanced functionality when interpreting 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, VA 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

### GP:50 | MOBILE APPLICATION DEVELOPER

MAY 2016 - AUG 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