

Michael Kulbacki

michaelkulbacki.com | michaelkulbacki@gmail.com

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:

Java • Bash • CSS • HTML

Exposure To:

Python • OpenCV • JavaScript

C++ • Golang

TOOLS/ PLATFORMS/ 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 • React.js • REST • SysML

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

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

UB: MIMIR | UNDERGRADUATE RESEARCHER

MAY 2016 - AUG 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 enhance fluidity and provide a more uniform theme across the web application