

Logan Rembisz

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Objective

Seeking a co-op/internship in Computer Science, Software Engineering, Backend Developer, Software Development, Network Engineering or Embedded Development roles

Education

Rochester Institute of Technology, Rochester, NY

Expected: May, 2030

Bachelor of Science in Computer Science

GPA: 3.1

Relevant Coursework: *Mechanics of Programming (C), Intro to Computer Science Theory, Intro to Software Engineering (Java / JS), Computer Science for AP Students (Java / Python)*

Skills

- **Languages:** Java, Python, Lua, Luau, Javascript, Typescript, C
- **Tools:** Git, Github, VSCode, Blender, Roblox Studio, Trello, PyCharm
- **Other:** Agile, Scrum, Project Management, Research

Projects

Roblox Developer

April 2020 - Present

- Managed teams with agile tactics to reach over 15M+ users
- Worked with my teams to achieve over 140+ concurrent users
- Utilized Roblox Studio, Blender, And Lua/Luau to develop numerous high quality projects

FTC Team Lead Coder

November 2023 - June 2025

- Directed the programming team in making Java control systems, autonomous routines, and sensor integration under competitive deadlines
- Engineered reliable robot software and mentored developers, directly contributing to 22 regional awards and team honors

Work Experience

Game Developer - Nexus Studios - Remote

August 2025 - April 2026

- Spearheaded a database migration for over 350,000 users
- Developed gameplay features with community feedback

Photo Booth Manager - K&J Photography - Long Island, NY

July 2020 - Present

- Organized the operation and deployment of 8 photobooths
- Created and maintained a professional website and social media presence for the brand

Activities

Space Exploration Club

August 2026 - Present

- CubeSat Software Team

Newman Community

August 2025 - Present

- Prayer Group Leader

Badminton Club

August 2026 - Present