

Tobias Urbanek

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EDUCATION

Florida Institute of Technology, Melbourne, FL
Bachelor of Science in Aerospace Engineering, GPA 3.96

May 2029

SKILLS

Python, C++, Matlab, NX, Fusion 360, KiCad, GitHub, Blender, Unreal Engine, vMix, Davinci Resolve, GIMP

EXPERIENCE

SKV, LiveBros, Prague, Czech Republic

August 2024 – April 2025

Broadcast Director

- Led team of commentators and cameramen
- Set up camera equipment (SDI, XLR, Tripods, Webcams, Lenses, Cameras)
- Managed live video stream through vMix

Florida Tech, Melbourne, FL

Spring semester of 2026

Glider Design Project

- Designing a glider, in a group of 4, able to support an 80kg pilot with the maximum glide range
- Selecting the correct airfoils, parameters for the glider and then designing the model in **NX**
- Focusing on designing wings and landing gear. Calculating glider performance.

Panther Rocket Lab, Melbourne, FL

2025-2026

Avionics sub team, HPR1 certification

- Designing various PCBs in **KiCad** (including shields for Arduino, and flight computers for small rockets)
- Built small rocket to get the HPR1 certification

Own Projects

Python programs

- Flight Memory Exporter – a program for **web scraping** 'flightmemory.com' and exporting the data to a .xlsx file
 - <https://github.com/TobiasUr/FlightMemoryExporter>
- Garmin World Map – a program using Garmin Connect API to put all Garmin activities on one world map
 - <https://github.com/TobiasUr/GarminWorldMap>

C++ programs

- 3D Gravity Simulator – final project for spring 2026 semester. Simulates and visualizes bodies orbiting each other in space
 - <https://github.com/TobiasUr/3D-gravity-sim>

HONORS

- Florida Tech's Spring 2026 Dean's List
- Honors Calculus 1, Physics 1, and ongoing Calculus 3 and Physics 2