Joseph Lipinski
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Projects and Work Experience

Unity ASL— Team Lead *Philadelphia, PA*
September 2018 - June 2019
- Lead scrum meetings, organized and delegated tasks to facilitate productivity and ensure quality of work
- Explored existing datasets and neural network models to find a suitable combination to train our AI to recognize and perform live transcription of American Sign Language
- Design and development of full stack architecture to interface with our existing neural network

Point Filter Games — Lead Programmer *Philadelphia, PA*
May 2018 - Present
- Refactored existing code base and recorded design choices in game design document
- Maintaining code base through pull requests and code review
- Building and deploying to Xbox in preparation for release under Xbox Live Creator's Program

Orai — VR Developer *Philadelphia, PA*
March - September 2017
- Design and development of a VR application for public speaking practice
- Business analytics queries and visualizations using PostgreSQL
- Full stack development for web application with REACT.js and Python

University Science Center — IT Support Specialist *Philadelphia, PA*
March - September 2016
- Responded to help desk requests to assist end users with technical difficulties
- Prepared workstations for deployment in accordance with department standards
- Created, updated, and maintained procedures and workflow documents

Skills
Software: Git, Visual Studio, IntelliJ, Unity, Photoshop, Illustrator, Microsoft Office Suite
OS: Windows 7/8/10, Ubuntu, Macintosh
Programming: Python, Java, Golang, Flask, JavaScript, REACT.js, Vue,js C++, C, Bash
Database: SQL, PostgreSQL, Firebase
Personal: Agile, Scrum

Education
Drexel University, Philadelphia, PA
Masters and Bachelors of Science in Computer Science
- Master's GPA 3.45
- Bachelor's GPA 3.58
- Graduation: June 2019

Honors and Awards
Deans list:
   Winter: 2015-16, 2017-18, 2018-19
   Spring: 2017-18, 2018-19
   Summer: 2017-18

Activities and Interests
Drexel Upsilon Pi Epsilon Member 2018 - Present
Drexel Entrepreneurial Game Studio 2017 - Present
Drexel Men's Crew 2016 - 2017

Relevant Coursework

Data Structures/Algorithms I	Human-Computer Interaction	Developing User Interfaces
Theory of Computation	Fundamentals of Databases	Artificial Intelligence
Operating Systems	High Performance Computing	Computer Graphics
Algorithmic Game Theory	Programming Languages	Software Engineering

References
Available on request