

## Carlo Pisacane

New York, NY • 917-769-1809 • cfpisaca@syr.edu • linkedin.com/in/carlopisa • github.com/cfpisaca

### Education

#### Syracuse University:

Syracuse, NY

- Bachelor of Science (B.S.) in Computer Science

May 2025

- Renée Crown University Honors Program

- 1870 Scholarship: The highest recognition by the Office of Admissions; 4/5-year full tuition for academic excellence

- Relevant Coursework: Software Design & Implementation • Virtual Reality • Artificial Intelligence • Object Oriented Programming in C++ • Design of Operating Systems

### Professional Experience

#### College of Engineering Career Services

Syracuse, NY

##### Career Coach and Peer Leader

April 2023 – Present

- Mentoring students 10+ hours a week in accomplishing career goals, working closely with students to develop resume, cover letters, LinkedIn, and Handshake profiles in 30-minute individual meetings

- Organizing university wide career fairs, workshops, and assisted ECS Career staff and Syracuse employers

- Leading Syracuse Welcome for incoming First-Year students, helping a group of 12 students transition into college life

### Projects

#### Collection Tracker

Syracuse, NY

##### E-marketplace web application

August 2023 – May 2024

- Designed a full-stack e-marketplace web application using Java, React, Spring, and PostgreSQL for framework

- Collaborated with an Agile team of 3, effectively utilizing Jira for sprint planning, backlog management, and biweekly scrums to boost productivity

- Authored a comprehensive Software Requirements Specification (SRS) detailing engineering process models, object-oriented methodology, behavioral requirements, and used Visual Paradigm for use case, activity, class, and system block diagrams

#### Geography3D

Syracuse, NY

##### Meta Quest 2 game

January 2024 – May 2024

- Developed an immersive virtual reality experience using C#, Unity, and Meta Quest 2 headset

- Implemented VR development principles for motion, embodiment, hand, and head tracking techniques

- Showcased proficiency in VR hardware, Unity scripting, and working with large geoJSON data files

#### Encode Decode

Syracuse, NY

##### Binary encoder and decoder

April 2024

- Created a Python-based text encoding and decoding system using a custom CSV dictionary for ASCII-to-binary conversions

- Implemented efficient file handling and CSV parsing to ensure smooth and efficient data processing

### Skills

**Programming Languages:** Java, Python, C++, C#, {Java/Type}Script, HTML, CSS, Kotlin, Dart

**Tools:** React, Spring, PostgreSQL, Bootstrap, Vite, Git, Visual Paradigm, Unity, Flutter

**Other:** Agile, AI/ML, Jira, Computer Hardware Assembly, Mentorship, Italian, American Sign Language

➔ To learn more about me and my projects/honors thesis, please visit: [cfpisaca.github.io/Portfolio/](https://cfpisaca.github.io/Portfolio/)