Carlo Pisacane

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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

Honors Thesis Student   **Syracuse, NY**
ASL Recognition Thesis   April 2024 – Present
- Spearheaded the development of an innovative ASL recognition system using LSTMs and MediaPipe to enhance communication accessibility.
- Led data collection and processing of ASL video input for an evaluation of recognition accuracy and user experience.
- Collaborated closely with ASL specialists, machine learning experts, and VR professionals to integrate cutting-edge computer vision techniques.

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: TensorFlow, MediaPipe, OpenCV, React, Spring, PostgreSQL, Bootstrap, Vite, Git, Visual Paradigm, Unity, Flutter
Other: LSTMs, 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/