

Carlo Pisacane

New York, NY • 917-769-1809 • cfpisaca@gmail.com • 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-year full tuition for academic excellence	
- Relevant Coursework: Software Design & Implementation • Virtual Reality • Artificial Intelligence & Evolutionary Machine Learning • Design of Operating Systems	

Professional Experience

Use Winston AI	Syracuse, NY
<i>Software Engineer</i>	August 2025 – Present
- Built MVP financial coaching platform with React and Supabase, implementing login, profile, goal streaks, and chat bot	
- Integrated OpenAI APIs for AI-driven chatbot features and Alpaca API for brokerage and investment functionality	
- Set up GitHub Actions CI/CD workflows and deployed platform to Vercel for automated testing and reliable delivery	
- Coordinated sprints and milestones, collaborating on design, feature planning, and roadmap execution	

Research

Honors Thesis	Syracuse, NY
<i>American Sign Language (ASL) Recognition</i>	Sept 2024 – May 2025
- Developed an ASL recognition system using MediaPipe and OpenCV for real-time hand gesture detection	
- Leveraged TensorFlow to train machine learning (ML) models with datasets containing 80,000+ images	
- Conducted literature review, data collection, data analysis, and evaluated ML architectures and current ASL systems	
SUMRRR (SU Multidisciplinary MR Research)	Syracuse, NY
<i>VR Research Student</i>	August 2024 – Apr 2025
- Collaborated on an Augmented Reality project for Psychomotor Skill Learning using a Digital Twin for real-time feedback	
- Researched, designed, and tested Mixed Reality (MR) tools to promote interdisciplinary applications of MR in education	

Projects

CollectionTracker	Syracuse, NY
<i>E-marketplace web application</i>	August 2023 – May 2024
- Designed a full-stack e-marketplace web application using Java, React, Spring, and PostgreSQL for framework	
- Built and integrated REST APIs to connect frontend and database functionality	
- Collaborated with an Agile team of 3, used Jira for sprint planning, backlog tracking, and scrums	
- Authored a Software Requirements Specification (SRS) outlining object-oriented design and engineering processes	
Geography3D	Syracuse, NY
<i>Meta Quest 2 game</i>	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 worked with large geoJSON data files	

Skills

Programming Languages: Python, Java, C#, {Java/Type}Script, HTML, CSS
Tools & Frameworks: React, Spring, Supabase, Vercel, PostgreSQL, TensorFlow, MediaPipe, OpenCV, Bootstrap, Vite, Git, Visual Paradigm, Unity, Flutter
Other: Agile, AI/ML, REST APIs, Jira, GitHub Actions, CI/CD, Mentorship, Italian, American Sign Language

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