

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-year full tuition for academic excellence

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

Research

Honors Thesis

Syracuse, NY

American Sign Language (ASL) Recognition

Sept 2024 – May 2025

- Developing an ASL recognition system using MediaPipe and OpenCV for real-time hand gesture detection

- Leveraging TensorFlow to train machine learning (ML) models with datasets containing 80,000+ images

- Conducting literature review, data collection, data analysis, and evaluating ML architectures and current ASL systems

SUMMRR (SU Multidisciplinary MR Research)

Syracuse, NY

VR Research Student

August 2024 – Apr 2025

- Collaborating on an Augmented Reality project for Psychomotor Skill Learning using a Digital Twin for real-time feedback

- Researching, designing, and testing Mixed Reality (MR) tools to promote interdisciplinary applications of MR in education

Professional Experience

College of Engineering Career Services

Syracuse, NY

Career Coach and Peer Leader

April 2023 – April 2025

- 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

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

Projects

CollectionTracker

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 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

Skills

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

Tools: React, Spring, PostgreSQL, TensorFlow, MediaPipe, OpenCV, 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/