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 • Evolutionary Machine Learning • Virtual Reality • Design of Operating Systems

Professional Experience

Winston AI   **New York, NY**
Software Engineer   August 2025 – Present
- Building MVP financial coaching platform with React and Supabase, featuring login, profiles, goal streaks, and chatbot
- Integrating OpenAI APIs for AI-driven chatbot features and Alpaca API for real-time brokerage and portfolio analysis
- Set up GitHub Actions CI/CD workflows and deployed platform to Vercel for automated testing and reliable delivery
- Coordinating sprints and milestone planning, collaborating on design, feature prioritization, and roadmap execution

Research

Honors Thesis   **Syracuse, NY**
American Sign Language (ASL) Recognition   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

SUMMRR (SU Multidisciplinary MR Research)   **Syracuse, NY**
VR Research Student   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**
E-marketplace web application: github.com/jonwe23/CollectionTracker   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**
Meta Quest 2 game: github.com/cfpisaca/Geography3D   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#, TypeScript, HTML, CSS

Frameworks & Tools: 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*