

# Carlo Pisacane

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## Education

<b>Syracuse University:</b>	<b>Syracuse, NY</b>
- <b>Bachelor of Science (B.S.) in Computer Science</b>	May 2025
- <b>Renée Crown University Honors Program</b>	
- <b>1870 Scholarship:</b> The highest recognition by the Office of Admissions; 4/5-year full tuition for academic excellence	
- <b>Relevant Coursework:</b> Software Design & Implementation • Virtual Reality • Artificial Intelligence & Evolutionary Machine Learning • Object Oriented Programming in C++ • Design of Operating Systems	

## Research

<b>Honors Thesis</b>	<b>Syracuse, NY</b>
<i>ASL Recognition</i>	Sept 2024 – Present
- Developing a ASL recognition tool using MediaPipe, OpenCV, and TensorFlow for hand detection and model training	
- Conducted a literature review comparing LSTMs and CNNs for ASL recognition	
- Collecting and editing datasets to improve model performance, guided by thesis advisor Professor Nadeem Ghani	
<b>SUMMRR (SU Multidisciplinary MR Research)</b>	<b>Syracuse, NY</b>
<i>VR Research Student</i>	August 2024 – Present
- Spearheading AR/VR innovation, advancing interdisciplinary projects like an AR iPad app using OpenCV and Python	
- Collaborating with faculty on real-time Digital Twin feedback systems to enhance psychomotor skill learning	

## Professional Experience

<b>College of Engineering Career Services</b>	<b>Syracuse, NY</b>
<i>Career Coach and Peer Leader</i>	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	
- Led Syracuse Welcome for incoming First-Year students, helping a group of 12 students transition into college life	

## Projects

<b>CollectionTracker</b>	<b>Syracuse, NY</b>
<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	
- 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	
<b>Geography3D</b>	<b>Syracuse, NY</b>
<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 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/](https://cfpisaca.github.io/Portfolio/)