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-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
- 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

Professional Experience

College of Engineering Career Services   **Syracuse, NY**
Career Coach and Peer Leader   April 2023 – April 2025
- Mentored students 10+ hours a week in accomplishing career goals, worked closely with students to develop resume, cover letters, LinkedIn, and Handshake profiles in 30-minute individual meetings
- Organized university wide career fairs, workshops, and assisted ECS Career staff and Syracuse employers
- Led Syracuse Welcome for incoming First-Year students, helped 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 utilized 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 worked 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/