Joshua Cantie

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joshcantie.com/portfolio • github.com/jadedQuail • linkedin.com/in/josh-cantie/

EDUCATION

Oregon State University – College of Engineering

Corvallis, OR

Bachelor of Science | Major: Computer Science | GPA: 4.00

August 2021 - present

Graduating Spring 2025

University of Notre Dame – College of Arts and Letters

Notre Dame, IN

Bachelor of Arts | Major: Economics | Minor: Computing & Digital Technologies

May 2020

Magna Cum Laude | GPA: 3.91

PROJECTS

3D Shooter Game

December 2022-present

- Created a 3D sandbox demo of a first person shooter game using Unity and C#.
- Designed a weapon system that uses hit-scan shooting through ray casting, procedural recoil, and custom-made animations for reloading, running, and raising weapons.
- Formulated an AI system controlled by a state machine and state interface, and designed AI behavior for states such as patrolling, idling, and attacking the player.

2D Dungeon Crawler Game

May 2021-August 2022

- Built a 2D adventure game using Unity and C#.
- Devised a drag-and-drop inventory system with buying/selling in shops and an in-game economy.
- Engineered a dungeon-generation system with randomized enemies and environments in each iteration.

Animation Project

October-December 2019

- Created a 3D animation of dancing microphone via computer graphics program Autodesk Maya.
- Modelled, textured, rigged, and animated a clip and designed set, cameras, and lighting.

2D Video Game

March 2018 – September 2019

- Constructed a 2D shooter adventure game using Unity and C#.
- Implemented user input, AI interaction, animation, level design, and use of sprites.
- Incorporated polished features such as an audio system and controller input compatibility.

SKILLS

Certifications: CompTIA A+, CompTIA Network+, CompTIA Security+, Securities Industry Essentials (SIE)

Proficient in: Python, C#, Unity, JavaScript, HTML, CSS, Microsoft Excel, Microsoft Office, Autodesk Maya

Knowledgeable in: C++, SQL, MongoDB, Visual Basic, Photoshop, After Effects, Premiere Pro, Blender

Interests: Game Development, Web Development, Building Mechanical Keyboards, Running, Quiz Bowl, Trading Cards

EXPERIENCE

Concorde Investment Services – *Broker-dealer that facilitates buying and selling of securities Senior Technology Specialist*

Livonia, MI March 2021-present

- Created a dashboard reporting program using Python's openpyxl and matplotlib libraries that visualizes incoming business for a given time period and creates near-instantaneous Excel reports with graphics.
- Write Python scripts for aggregating spreadsheet data and generating PDF letters for customer mailings to hundreds of financial advisors and thousands of clients.
- Collaborate with operations team to design and implement company forms, SharePoint and WordPress webpages, and infographics.

KPMG

Chicago, IL

Cyber Response Development Intern

June-August 2019

- Supported incident response team on various investigations of malware, ransomware, and phishing attacks.
- Streamlined forensic data collection by creating a web application for audit log intake with JavaScript and Python's Flask web framework, which made use of AJAX techniques and the jQuery library.
- Performed digital forensics by writing scripts for investigating inboxes, SQL databases, and hard drives.

ZF Friedrichshafen AG (ZF) – Automotive parts maker and engineering firm

Farmington Hills, MI

Software Engineering Intern

May-August 2018

- Helped core team in software focused on autonomous technologies for ZF, a \$41 billion automotive supplier.
- Developed a generation tool in Python to organize large amounts of data and automate creation of XML files.
- Formatted Excel spreadsheets to handle information, utilizing Visual Basic language, formulas, macros, and filters.