

# Joshua Cantie

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## EDUCATION

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**University of Notre Dame** – College of Arts and Letters Notre Dame, IN  
Bachelor of Arts | Major: Economics | Minor: Computing & Digital Technologies May 2020  
Honors: Dean's List 2016-2020 | GPA: 3.91  
Additional Coursework: Fundamentals of Computing, Discrete Mathematics, Animation, 3D Digital Production

## SKILLS

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*Mastery of:* Python, C#, HTML, CSS, JavaScript, Bootstrap, Microsoft Excel, Microsoft Office, Autodesk Maya, Unity  
*Knowledgeable in:* Visual Basic, MATLAB, C++, SQL, Photoshop, After Effects, Premiere Pro, Blender  
*Interests:* Full Stack Web Development, Building Mechanical Keyboards, Game Development, Travelling, Quiz Bowl

## EXPERIENCE

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**KPMG** Chicago, IL  
*Cyber Response Intern* June-August 2019

- Supported incident response team on various investigations of malware, ransomware, and phishing attacks
- Programmed a web application for configuration files using JavaScript, HTML, CSS, Bootstrap, and Python
- Performed digital forensics by examining inboxes, SQL databases, and hard-drives for malicious activity

**ZF Friedrichshafen AG (ZF)** Farmington Hills, MI  
*Software Intern* May-August 2018

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

## PROJECTS

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*2D Video Game* March 2018 – September 2020

- Designed a 2D adventure game using Unity Game Engine and C# for scripting language
- Implemented user input, AI interaction, animation, level design, and use of sprites

*Animation Project* October – December 2019

- Created a 3D animation of dancing microphone using Autodesk Maya
- Modelled, textured, rigged, and animated a clip and designed set, cameras, and lighting

*Animatic Project* November – December 2019

- Developed a 2D animatic of a fisherman with Adobe Photoshop, After Effects, and Premiere Pro
- Integrated artwork, sound effects, VFX, and music into a short film

*3D Video Game* March 2020 – Present

- Designed a 3D dungeon crawler game using Unity, Blender, and C#

## LEADERSHIP

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**University of Notre Dame Math Department** Notre Dame, IN  
*Calculus II Teaching Assistant* January 2018 – May 2020

- Assists professor and guides students through weekly in-class assignments
- Discussion leader helping students comprehend core calculus concepts

**Notre Dame Game Development Club** Notre Dame, IN  
*Club Officer and Ambassador, Member* August 2016 – May 2020

- Develop and hone skills in C# and Unity Game Engine software creating gaming design projects
- Organize community events such as tournaments and game jams

## ACTIVITIES

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Gaming Tournaments, Organizer 2018, 2019 Intramural Volleyball Team, 2016-2019  
Trivia Night, Organizer 2018-2020 Economics Club, Member 2019-2020