

Joshua Cantie

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EDUCATION

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
Additional Coursework: Fundamentals of Computing, Intro to Engineering, Animation, 3D Digital Production

Oregon State University – College of Engineering Corvallis, OR
Bachelor of Science | Major: Computer Science | GPA: 4.00 August 2021-present

SKILLS

Certifications: CompTIA A+, CompTIA Network+, CompTIA Security+, GIAC Certified Forensic Examiner (GCFE)
Mastery of: Python, C#, HTML, CSS, JavaScript, Bootstrap, Microsoft Excel, Microsoft Office, Autodesk Maya, Unity
Knowledgeable in: Visual Basic, C++, SQL, Photoshop, After Effects, Premiere Pro, Blender, Kibana, FTK Imager
Interests: Full Stack Web Development, Building Mechanical Keyboards, Game Development, Travelling, Quiz Bowl

EXPERIENCE

Concorde Investment Services Livonia, MI
Technology Specialist March 2021-present

- Developed a dashboard reporting program to aggregate data and visualize company's financial trends
- Administered information security policies and responded to cyber activity in conjunction with IT team
- Oversaw onboarding of employee technology, scheduling of training sessions, and ordering equipment
- Designed and implemented company forms, webpages, and other graphics.

KPMG Chicago, IL
Cyber Response June-August 2019
September 2020-January 2021

- 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

2D Dungeon Crawler Game May 2021-present

- Built a 2D adventure game using Unity Game Engine, C#, and various pixel art programs
- Created 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

3D Video Game Demo March 2020-January 2021

- Designed a 3D sandbox demo of a game using Unity, Blender, and C#

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

2D Video Game March 2018 – September 2019

- Designed 2D adventure game using Unity Game Engine and C# for scripting language
- Implemented user input, AI interaction, animation, level design, and use of sprites
- Incorporated polished features such as an audio system and controller input compatibility