Joshua Cantie

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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

Full Stack Web Application - http://spaceacademy.us-east-2.elasticbeanstalk.com/   October 2023 – December 2023
- Programmed a REST API built with Express.js, Node.js, and MySQL.
- Designed a frontend using HTML and CSS and created dynamic pages with data sent from the backend with Handlebars.js as the templating engine.
- Incorporated asynchronous programming techniques using JavaScript's Promise objects and the await operator.
- Deployed database and web application using AWS' RDS and Elastic Beanstalk services, respectively.

3D Shooter Game   December 2022-present
- Created a 3D sandbox demo of a first person shooter game using Unity, C# and the Visual Studio IDE.
- Engineered 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.

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, React.js, 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*   Livonia, MI
Senior Technology Specialist   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
Cybersecurity Internship   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 investigating inboxes, SQL databases, and hard drives, utilizing tools such as FTK Imager and X-Ways Forensics.