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

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

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 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

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

University of Notre Dame Math Department   Notre Dame, IN
Calculus I & II Teaching Assistant   January 2018 – May 2020
- Assist professor and guide students through weekly in-class assignments
- Lead discussions to help 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

Gaming Tournaments, Organizer 2018, 2019   Economics Club, Member 2019-2020