Joseph Giusti

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https://JoeHome.org

SUMMARY

A combination of interpersonal skills and technical aptitude positions me to excel in roles that involve the use and transfer of technical knowledge. In my eyes seeing a list of test cases light up green is just as invigorating as a successful customer engagement. I enjoy building and troubleshooting complex systems as well as getting my hands dirty with coarse manufacturing and repair. I am perpetually learning and always up for a challenge.

EDUCATION

Bachelors in Computer Science
Western Governors University ~ December 2020

Associates (General Studies)
Valencia College ~ 2018

PROFESSIONAL EXPERIENCE

Sky Candy LLC
Unity Developer ~ Orlando, FL   **2021 – 2021**
- Fulfilled a contract to create an augmented reality data visualization application under time and budget constraints
- In association with the Orlando Gamespace development studio
- Created the framework, scripts, Unity tools, and integrated 3D assets
- Developed in Unity and deployed on android

Captivea LLC
Software Consultant ~ Orlando, FL   **2020 - 2021**
- Engaged with customers and discussed their enterprise resource planning (ERP) software needs in detail, then created plans to meet those needs through creation or modification of Odoo ERP modules
- Used the python programming language for software modifications

Thomas & Betts
Machine Operator ~ Daytona, FL   **2015 - 2016**
- Operated machinery such as a hydraulic presses and metal rollers
- Inspected the hydraulic press tool and die then set up the assembly before production run

James F Mullen Co
QC ~ R&D ~ Manufacturing ~ Process Engineer ~ Merrimac, MA 2011 - 2014
- Utilized state of the art 3D laser scanning equipment to reverse engineer and inspect ground turbine engine components
- Utilized many computerized and hand inspection tools in the quality control department including calipers and micrometers
- Operated manufacturing machinery including a CNC milling machine, bridgeport mill, hydraulic press, plasma cutter, sand blaster, hand grinder, and flywheel grinder, all with tight dimensional tolerances
- Created and modified 2D blueprints and 3D models with AutoCAD
- Created, updated, and used existing manufacturing processes to create work orders to be executed on the production floor

SKILLS

Meticulous attention to detail in technical settings such as quality control and blueprint design

Excellent written and verbal communication skills

Proficient with many quality control and manufacturing set-up instruments

Experience with several programming & scripting languages including Javascript, Java, C#, C++, Python, and HTML / CSS

HTML5 compliant web design (HTML/CSS)

Creation of technical blueprints and 3D models with AutoCAD and SolidWorks

Familiar with AmScope microscopes (2000x)

Willingness and ability to get hands on with industrial manufacturing machinery

Touch typing ~50 wpm

CERTIFICATIONS

CompTia Project+

Itil 4 Foundations

Bradford Resort

Resort Ambassador & Ski Instructor ~ Bradford, MA   **2008 – 2011**
- Led downhill ski lessons with groups of 4-12 people
- Acted as an ambassador between the resort and its patrons promoting the brand and increasing awareness of resort amenities

PERSONAL PROJECTS

Portfolio Website
A portfolio containing videos, live demos, and code examples for some of my favorite personal projects is viewable on my website: **https://JoeHome.org/**

Adding With Logic Gates
An simple adder circuit made from logic gates

Atomic Simulation
The main idea of the project was to simulate matter at the atomic level to more intuitively understand chemistry and physics. It was created in Unity using the C# programming language. A live version is playable on my website.

Neural Net Controlled Camera
The neural net was trained with python tensorflow using the Unity MLAgents plugin. It takes no human input and directs a camera to follow a target within the virtual environment. A live demo of this is also playable on my website.

Bubble Pop Vr
A casual VR game where the player pops balloons with various tools in a cartoon world. It supports local multiplayer and uses custom vr input scripts (C#).

Augmented reality classroom App
Utilizing the Vuforia API in Unity 3D this mobile application allows students to view a virtual microscope with various slides on their desk using augmented reality.

SpeakNotes App
This native Android Java app loads notes from google's firebase database and reads them to headphones with a text to speech API so notes can be reviewed on the go.

Experiments with Portals
A 3D game in unity experimenting with portals like in the game portal.

"BeFluent" Language Learning App
A native android java application that teaches a language of the user's choice.

Virtual Memory garden
An anniversary gift created in Unity 3D with C#.

Capstone University
A virtual university that can be explored from a web browser using WebGL and C#.