

Joseph Markle

(321) 201 - 1332 ~ JGiust4@wgu.edu ~ <https://joehome.org>

Overview

I am looking for a long term position at the cutting edge. I'm interested in web, mobile, blockchain, VR, and integrated circuits. I'm an outgoing, detail oriented, self-starter, and happy to be part of the team. Feel free to reach out if you think I can be of service to you or your organization. Thanks for your time!

Education

Bachelor's in Computer Science

Western Governor's University

December 2020

CompTia Project+

CompTia

September 2020

Itil 4 Foundations

Axelos Peoplesoft

October 2020

Work History

Amorum Group

Sales and Relations

- Market and sell fertility products to the LGBT community

Remote

May 2021 - Current

Sky Candy LLC

Developer (deliverable based contract)

May 2021

- Augmented reality data visualization (Unity 3D, C#)
- Integrated assets and created scripts for android based augmented reality applications

Orlando FL

Feb 2021 -

Captivea

ERP Software Consultant (Odoo)

Remote

Jan 2021 - April 2021

Thomas & Betts

Technical Machine Operator

Daytona, FL

2015-2016

James F Mullen Co.

Technical Design & Manufacturing

- Reverse engineering and QC (VXElements Laser scanner, GOM inspect)
- CAD Draftsman and designer (Autocad, Solidworks)
- Process engineer (JobBoss)
- Machine Operation (CNC)

Merrimac, Ma

2011-2013

Bradford Ski Resort

Instructor & Relations

- Brand Ambassador
- Led downhill ski lessons (4-12 people)

Bradford, MA

2010 - 2012

Projects

Portfolio Website

A portfolio containing videos, live demos, and code examples for some of my favorite projects is viewable on my website: <https://joehome.org/>

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.

Neural Net Controlled Camera

Using python tensorflow for machine learning with the Unity MLAgents plugin, a neural net was trained. The net takes no human input and directs a camera to follow a target within the virtual environment.

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.

Plane game

Simple WebGL game where the player uses the keyboard to avoid oncoming obstacles.

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#.

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