Joseph Giusti

(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   December 2020
Western Governer's University

CompTia Project+   September 2020
CompTia

Itil 4 Foundations   October 2020
Axelos Peoplesoft

Work History

Amorum Group   Remote
Sales and Relations   May 2021 - Current
- Market and sell fertility products to the LGBT community

Sky Candy LLC   Orlando FL
Developer (deliverable based contract)   Feb 2021 -
May 2021
- Augmented reality data visualization (Unity 3D, C#)
- Integrated assets and created scripts for android based augmented reality applications

Captivea   Remote
ERP Software Consultant (Odoo)   Jan 2021 - April 2021

Thomas & Betts   Daytona, Fl
Technical Machine Operator   2015-2016

James F Mullen Co.   Merrimac, Ma
Technical Design & Manufacturing   2011-2013
- Reverse engineering and QC (VXElements Laser scanner, GOM inspect)
- CAD Draftsman and designer (Autocad, Solidworks)
- Process engineer (JobBoss)
- Machine Operation (CNC)

Bradford Ski Resort   Bradford, MA
Instructor & Relations   2010 - 2012
- Brand Ambassador
- Led downhill ski lessons (4-12 people)

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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