

Joseph Dante Giusti

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Orlando Florida

Skillset & Objective

My goal is to work in an organization that is at the cutting edge of technology. I am a passionate developer with experience in multiple programming languages and an eagerness to learn more.

I am very grateful for the opportunity to be a part of the team.

I bring experience with games, apps, desktop software, and web sites created in C#, C, Python, Java, Javascript, HTML, and CSS. Examples can be found in the "Projects" section and detailed on my website.

Education

Bachelor's in Computer Science

Western Governor's University

November 2020

Associates Degree

Valencia College

March 2018

Bachelor's in Mechanical Engineering (Partial)

University of Massachusetts Lowell

February 2016

Work History

James F Mullen Co.

Technical Design

Merrimac, Ma

- ☐ CAD Draftsman and designer (Autocad, Solidworks)
- ☐ Process engineer (JobBoss)
- ☐ Machine Operation (CNC)
- ☐ Quality control department (VXElements Laser scanner / GOM inspect / manual)

Thomas & Betts

Technical Machine Operation

Daytona, Fl

Ameriteam Realty

Licensed Agent

Orlando, Fl

Bradford Ski Resort

Instructor & Relations

Bradford, MA

- ☐ Downhill ski instructor
- ☐ Led groups of 4 - 12

Projects

Neural Net Controlled Camera

Using python tensorflow for machine learning and the Unity MLAgents plugin a neural net was trained to follow a target in a virtual environment.

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Bubble Pop Vr

A casual VR game soon to be released on steam. 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 users 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#.

Atomic Simulation

An attempt to simulate matter at the atomic level to more intuitively understand chemistry. Created in Unity using the C# programming language.

Portfolio Website

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