

# Joseph Giusti

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## Overview

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I am looking for a long term position at the cutting edge. I'm interested in web, mobile, blockchain, VR, and all things tech. I'm a 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

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### Bachelor's in Computer Science

Western Governor's University

December 2020

### Associates Degree

Valencia College

March 2018

## Work History

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### Sky Candy LLC

Developer (contract)

- Augmented reality data visualization
- Integrated projects into android augmented reality applications

Orlando FL

Feb 2021 - May 2021

### Captivea

ERP Software Consultant (Odoo)

Remote

Jan 2021 - April 2021

### James F Mullen Co.

Technical Design

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

Merrimac, Ma

2011-2013

### Thomas & Betts

Technical Machine Operator

Daytona, FL

2015-2016

### Bradford Ski Resort

Instructor & Relations

- Downhill ski instructor
- Led groups of 4 - 12

Bradford, MA

2010 - 2012

## Projects

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### **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.

### **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: <https://joehome.org/>

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