

Joseph Giusti

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Overview

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

Bachelor's in Computer Science Western Governor's University	December 2020
CompTia Project+ CompTia	September 2020
Itil 4 Foundations CompTia	October 2020
Associates Degree Valencia College	March 2018

Work History

Sky Candy LLC Developer (contract) <ul style="list-style-type: none">Augmented reality data visualizationIntegrated 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 <ul style="list-style-type: none">Support ticket managementCAD 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 <ul style="list-style-type: none">Downhill ski instructorLed groups of 4 - 12	Bradford, MA 2010 - 2012

Projects

Neural Net Controlled Camera

Using python tensorflow for machine learning and the Unity MLAgents plugin, a neural net was trained to make a camera follow a target in a virtual environment with no input from the observing user.

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 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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