Joseph Dante Giusti

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Orlando Florida

Skillset & Objective

I would love to work in an organization that uses technology to make a positive impact on people. In this way VRChat is an ideal employer. I'm a passionate developer with experience in multiple programming languages and an eagerness to learn. I'm 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 Governer'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.   *Merrimac, Ma*
Technical Design
- CAD Draftsman and designer (Autocad, Solidworks)
- Process engineer (JobBoss)
- Machine Operation (CNC)
- Quality control department (VXElements Laser scanner / GOM inspect / manual)

Thomas & Betts   *Daytona, Fl*
Technical Machine Operation

Ameriteam Realty   *Orlando, Fl*
Licenced Agent

Bradford Ski Resort   *Bradford, MA*
Instructor & Relations
- 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**