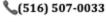
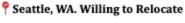
Joseph DiNiso













WORK EXPERIENCE

Microsoft, Redmond, WA-Software Engineer I

August 2022 - Present

- · Currently working in Azure Compute as a software engineer.
- Work on developing Azure Core using a wide variety of tools including C++, C#, and Rust.

Garmin International, Cary, NC —Software Engineering Intern

May - August 2021

- Worked for the Automotive OEM team as a software engineer on camera software developed for BMW infotainment systems.
- Assisted in maintaining the fisheye dewarping software developed for the camera.
- Implemented performance profiling features and other developer tools to assist in debugging and improving the performance of the camera dewarping code.
- · Worked primarily with C++ and Python on a Linux host machine.

Progeny Systems, Manassas, VA— Machine Learning Engineering Intern

May - August 2020

- Worked in the Intelligent Systems Group to build and improve a person and vehicle reidentification model using the CenterNet detection network.
- Worked with clustering algorithms to improve the effectiveness of an unsupervised person re-identification process.
- Compiled and organized large datasets to be used in the training of convolutional neural networks.
- Developed in Python and used OpenCV, PyTorch, Docker, and Ubuntu extensively.

EDUCATION

Virginia Tech, Blacksburg, VA — B.S. in Computer Engineering

Graduated May 2022

- Cumulative GPA: 3.85, In Major GPA: 3.85
- Pursuing a primary focus in machine learning, and a secondary focus in networking & cybersecurity.

INDUSTRY SKILLS

Proficient:

Python: OpenCV, PyTorch, NumPy

C++, C#

Linux: Ubuntu, Bash scripting

Familiar: C, C#, Rust

Web Dev: HTML, CSS, ReactJS

RELEVANT COURSEWORK

AI & Engineering Applications Digital Image Processing Intro to Computer Vision Machine Learning Data Structures & Algorithms

AWARDS & ORGANIZATIONS

Sigma Phi Delta Engineering Fraternity - President, Professional Chair

Dean's List with Distinction - 4 consecutive years

RELEVANT PROJECTS

QR Detection - Created a QR detection system similar to Spotify's to work with YouTube embedded URLs

Virtual Drum Simulator - Used applied computer vision techniques to create an augmented reality drum simulator

Maze Solver - Solves any given maze using a backtracking algorithm written in C++

Personal Website - Created a resume website using HTML and CSS

PyTetris - Programmed Tetris in Python using the PyGame library.