

Joseph DiNiso

Objective: Obtain a full time software engineering position after graduation in May 2022

Github: <https://github.com/josephdiniso>

Location: New York // Virginia

Willing to relocate

(516) 507-0033

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EDUCATION

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

Graduating May 2022

- Cumulative GPA: **3.83**, In Major GPA: **3.82**
- Pursuing a focus in machine learning, a secondary focus in networking & cybersecurity.

EXPERIENCE

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.

Virginia Tech, Blacksburg, VA — *Undergraduate Learning Assistant, Embedded Systems (ECE 2564)*

August 2020 - Present

- Hold office hours for students and help them with **C** programming as well as assisting in designing large projects throughout the semester.

INDUSTRY SKILLS

Proficient:

Python: OpenCV, PyTorch, NumPy

C++

Linux: Ubuntu, Bash scripting, Git
Computer vision, data science, machine learning

Familiar:

C, C#, MATLAB, Docker

Web Dev: HTML, CSS, Javascript, React

RELEVANT COURSEWORK

AI & Engineering Applications

Digital Image Processing

Intro to Computer Vision

Machine Learning

Data Structures & Algorithms

AWARDS & ORGANIZATIONS

Sigma Phi Delta Engineering Fraternity - Professional Chair, President

Dean's List with Distinction - 3 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 in HTML and CSS

PyTetris - Programmed Tetris in Python using the PyGame library.