

# Adam Musciano

WEB DEVELOPER · MAKER · PYTHON ENTHUSIAST

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## Education

### Pennsylvania State University

B.S. IN INFORMATION SYSTEMS AND TECHNOLOGIES

State College, PA

Aug. 2015 - Exp. May 2019

## Work Experience

### Automation Engineer and Technician

IGLESIAS-PRIETO LABORATORIES

State College, PA & Mexico

Jan. 2016 - Present

- Created an administrative dashboard with a **MySQL** database for metrics analysis and **predictive trend spotting**
- Engineered and automated a >\$6,000 lab for coral bleaching research using **Arduino** for low-level electronics, **Raspberry Pi** for efficient networking, and **Django** for fast and secure websites.

### Freelance Web Developer

ELANCE & SELF EMPLOYED

Remote

Apr. 2015 - Present

- Efficiently and reliably completed websites for clients ranging from small businesses to large volunteer organizations using frameworks such as **Bootstrap**, **skeleton.js**, and **PhantomJS**.
- Implemented a variety of web services, including a mass texting feature using **Twilio**, implemented **UI Parallaxing** techniques for clean websites.

### Research Assistant

CARROLL/ROSSON IST LABORATORY

State College, PA

Apr. 2016 - Jan. 2017

- Worked under the Dean of the IST College of Penn State
- Utilized **LaTeX** for the revision of academic papers and prototyped with **Photoshop** for clean front end **UI Design**

## Projects

### AlexaMD

FRONT END DEVELOPER

Aug. 2016

Dartmouth University

- **Bootstrap** front end implementing **AJAX** requests, gives user accurate diagnosis based off vocalized symptoms
- Awarded the **Best Medical Hack** at HackDartmouth

### IST Startup Competition: Project Sifr

MARKETER & PROTOTYPER

Mar. 2016 - Apr. 2016

Pennsylvania State University

- Education based platform with dynamic read-as-you-go illustrations to facilitate **STEM** learning in elementary schools
- Placed as **finalists** in a team of 3
- **Prototyped** and **marketed** the project in a highly competitive atmosphere of 20+ teams

### An A-MUSE-ing Game

BACKEND DEVELOPER

Apr. 2016

Pennsylvania State University

- 2.5D Virtual Reality immersive fighting game designed in **Unity**
- Implements in-game features that react to EEG brain activity and muscle movement data from the user using **Lua** and **Objective-C**

### PSU Crime Scanner

FULL STACK DEVELOPER

Apr. 2016 - Nov. 2016

Pennsylvania State University

- Community based web app that scrapes Penn State's crime log database using Python's **BeautifulSoup** library
- Created and managed a team of 5 developers and designers
- Developed front end in **Bootstrap**, with visualized geolocation data using a **RESTful API** and **P5.js**

## Pushbullet Rat

Nov. 2015 - Oct. 2015

FULL STACK DEVELOPER

Pennsylvania State University

- Remote access program that used the **Python Pushbullet API** as a mock server to communicate commands to a host pc, bypassing Penn State's stringent internet restrictions creatively.