

Joshua Cantie

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EDUCATION

Oregon State University – College of Engineering
Bachelor of Science | Major: Computer Science | GPA: 4.00
Expected Spring 2026

Corvallis, OR
August 2021 – present

University of Notre Dame – College of Arts and Letters
Bachelor of Arts | Major: Economics | Minor: Computing & Digital Technologies
Magna Cum Laude | GPA: 3.91

Notre Dame, IN
May 2020

EMPLOYMENT

MoreSteam – Provider of online training and software for process improvement
Software Engineer

Powell, OH
June 2024 – present

- Implemented real-time streaming for a GPT-based chatbot using LangChain, providing AI feedback on practice and skill-check questions and improving prompt accuracy.
- Built a full-stack media management system using C# and Vue.js with PrimeVue, enabling CRUD operations on Azure Blob storage through a dynamic table interface.
- Enhanced search functionality in a ColdFusion project-planning tool by leveraging Solr with dynamic fields for both fuzzy and exact matching searches.

Concorde Investment Services – Broker-dealer that facilitates buying and selling of securities
Senior Technology Specialist

Ann Arbor, MI
March 2021-June 2024

- Architected a dashboard reporting program in Python to automate business data graph generation, saving 150 hours of manual data collection time yearly and producing 4x more graphs and charts.
- Wrote scripts for aggregating spreadsheet data and generating PDF letters for customer mailings to thousands of clients, saving time and reducing errors from individually typed letters.
- Designed and implemented company forms, SharePoint sites, and WordPress webpages, creating a smoother paperwork process that saves operations team members hours in processing new business.

PROJECTS

Full Stack Web Application

October 2023 – December 2023

- Developed a REST API built with Express.js, Node.js, and MySQL.
- Designed a frontend using HTML and CSS and created dynamic pages with data sent from the backend with Handlebars.js as the templating engine.
- Incorporated asynchronous programming techniques using JavaScript's Promise objects and the await operator.
- Deployed database and web application using AWS' RDS and Elastic Beanstalk services, respectively.

3D Shooter Game - <https://jadedquail.itch.io/corridors>

December 2022-present

- Created a 3D sandbox demo of a first person shooter game using Unity, C# and the Visual Studio IDE.
- Implemented a weapon system that uses hit-scan shooting through ray casting, procedural recoil, and custom-made animations for reloading, running, and raising weapons.
- Formulated an AI system controlled by a state machine and state interface, and designed AI behavior for states such as patrolling, idling, and attacking the player.

2D Dungeon Crawler Game - https://joshcantie.com/builds/vault_crawl_demo/game.html

May 2021-August 2022

- Built a 2D adventure game using Unity and C#.
- Devised a drag-and-drop inventory system with buying/selling in shops and an in-game economy.
- Engineered a dungeon-generation system with randomized enemies and environments in each iteration.

2D Video Game - <https://joshcantie.com/builds/fruitshoot/game.html>

March 2018-September 2019

- Constructed a 2D shooter adventure game using Unity and C#.
- Implemented user input, AI interaction, animation, level design, and use of sprites.
- Incorporated polished features such as an audio system and controller input compatibility.

SKILLS

Certifications: CompTIA A+, CompTIA Network+, CompTIA Security+

Programming: Python, C#, ColdFusion, SQL, JavaScript, Vue.js, HTML, CSS

Frameworks and tools: Unity, Blender, Construct 3, Salesforce, Git, React.js, Flask, Photoshop, Autodesk Maya, Microsoft Excel