Angelo Pagliuca

ADVANCED TECHNOLOGY INTERACTIVES - SOFTWARE DEVELOPER

Profile

Software Engineer with a passion for developing innovative, interactive, and immersive experiences. Well-versed in technology and writing code to create systems that are reliable and user-friendly. Proven ability to motivate, educate, and manage a team of professionals to build software programs and effectively track changes. Confident communicator, strategic thinker, and innovative creator to develop software that meets professional standards.

Education

M.S. in Interactive Entertainment (Programming), UCF - Florida Interactive Entertainment Academy

AUGUST 2020 — DECEMBER 2021

B.S. in Electrical & Computer Engineering, Carnegie Mellon University

JUNE 2021 — JUNE 2021

Focus: Software (Primary), Signal & Systems (Secondary); Minors: Game Design & Intelligent Environments

Employment History

Lead Software Engineer, Equa Health [Startup], Pittsburgh

AUGUST 2020 — PRESENT

Developed a commercial interactive mindfulness application (in JavaScript) using React Native. Designed both, codebase & database, for expansion and ML integration; adhering to the software development life cycle to create and maintain the quality of the overall development process.

Software Associate, Human Computer Interaction Institute - CMU

MAY 2020 — AUGUST 2020

Spearheaded the development team for HADES LENS Visual Novel, a visual novel used in research to find imperative data on "Improving Human Decision Making with AI Decision Support Systems", working closely with the CERT Division of the Software Engineering Institute at Carnegie Mellon University.

Programming TA, NHSGA - Entertainment Technology Center - CMU

MAY 2019 — AUGUST 2019

Software Projects

HoloProjector | HoloBooth [WIP]

Interactive Holographic Booth using Arduino, Pepper's Ghost Illusions and Python.

RecognEyes

Facial Recognition Glasses using Raspberry Pi with integrated web application.

FIEA

Zenko: A Fox's Tale: Capstone 2021

SeaFox; Project Lead: GameLab | Lockheed Martin

Details

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United States
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PLACE OF BIRTH
Caracas, Venezuela

Links

Personal Website

Portofolio

LinkedIn

Github

Programming/Scripting Languages

C++ | C#

Python

JavaScript

Java

HTML & CSS

Frameworks and Tools

Unreal Engine

Unity

Perforce

Git

Jira

MATLAB

React Native

Django

Ubuntu