

ANDREW K. CARLUCCIO

Note: Contact information is redacted for this web resume.

Please contact through the website www.andycarluccio.com for more information.

EDUCATION

UNIVERSITY OF VIRGINIA, Charlottesville, VA

Bachelor of Arts in Computer Science and Bachelor of Arts in Drama

Expected Graduation: May 2020

- GPA: 3.494/4.0, Dean's List (Spring 2017, Spring 2018, Fall 2018, Spring 2019)

RELEVANT EXPERIENCE

UNIVERSITY OF VIRGINIA DEPARTMENT OF DRAMA, Charlottesville, VA

Shop Assistant, Professor Steve Warner

Fall 2018 - present

- Construct scenic elements for all mainstage productions
- Assist lab students with proper use of tools and construction techniques

UNIVERSITY OF VIRGINIA DEPARTMENT OF MUSIC, Charlottesville, VA

Technology Consultant, Old Cabell Hall

Spring 2018 - present

- Work with venue clients to design and operate lighting, sound, and projections for events with technology needs

THE GLOBAL INQUIRER, Charlottesville, VA

Technical Director

Fall 2017 - present

- Record and edit weekly UVA undergraduate research podcast, develop promotional video, and manage live streams

GONZAGA COLLEGE HIGH SCHOOL ADVANCEMENT OPERATIONS OFFICE, Washington, D.C.

Intern for Video Production, Computer Software, and Database Management

Summer 2018

- Design and implement new video production workflow for media office
- Analyze social media data and author prescriptive reports on best posting practices

GEEKABC COMPUTER REPAIR, Fairfax, VA

Management and Marketing, Repair Technician, Host of GeekABC News

Summer 2016 – Fall 2017

- Diagnose and repair computers
- Generate financial and employee productivity reports
- Manage company social media accounts and communicate services to in-store residential and business customers
- Host live technology news show on YouTube and Facebook each week

NOTABLE PROJECTS

HERITAGE THEATER FESTIVAL

Stage Manager

Summer 2019

- Coordinated artistic in technical teams for summer-stock theatrical productions

THE FUTURE BY ANONYMOUS ENSEMBLE

Assistant Programmer

January 2019

- Invited to Manhattan to program QLab, Damte, and MAX in support of December showcase production

LIVE PROJECTION MAPPING SOFTWARE

Project Designer and Software Developer

Fall 2018 - present

- Currently developing C++ software on Intel® RealSense™ platform for live projection masking and mapping, demo completed

BLENDMX

Project Designer and Software Developer

Fall 2016 - Present

- Developed Art-Net processing script in Python for patching DMX lighting data into the Blender virtual environment
- Currently developing this functionality on Unreal Engine to build consumer-facing product with Nvidia RTX enabled

SUMMER THEATRE PROGRAM PRODUCTION OF NEWSIES

Video Designer and Projection Technician

Summer 2018

- Collaborated with design team and directing staff to create digital media for the production and operated projection system

UVA STAGE ROBOT

Student Software Developer

Fall 2018 - present

- Currently developing front end software in Python for controlling a platform-moving stage robot in preparation for demo at USITT

“OPTIMIZING THE TARGETED, DECISION-BASED ATTACK”

Student Researcher and Paper Co-author

Spring 2018

- Researched and developed a ~20% optimization for an IBM decision-based adversarial attack for image detection processors

PALKI: A CINEMATIC STAGE DRAMA

Lead Technical Designer, Outreach Coordinator

Summer 2016 - Summer 2017

- Worked with the Bangladesh Association of America, Inc. to create a projection-mapping theatrical production

RELEVANT SKILLS

- Programming languages: C/C++, Python, Java, Arduino, AutoHotkey, Bash
- Media Production Software: Photoshop, Premiere, After Effects, Audition, Prelude, Bridge, Dreamweaver
- Unreal Engine, 3D printing / CAD, Microsoft Office, computer repair and construction, live stream management, audio processing, video editing, videography, photography, stage management, carpentry