BERN VEIN BALERMO realbernvein@gmail.com | +63 920 253 1127

EDUCATION

Visayas State University, Baybay City, Philippines
Bachelor of Science in Computer Science (In Progress). Expected 2026
Isabel National Comprehensive School, Isabel Leyte, Philippines
Science, Technology, Engineering, and Mathematics. Graduated 2020

SKILLS

Programming Languages: (Proficient) C/C++, (Proficient) Java, Python, (Proficient) C#, ASM
Frameworks and Tools: .NET Maui, Nuxt, Vue, Android SDK, Unity
Other Skills: Overcame challenges in math by leveraging pattern recognition skills, enabling successful completion of calculus classes. Communicated effectively in public and social settings, solved problems through pattern identification, and completed and deployed a game using Unity within one week. Adapted quickly to new frameworks like .NET MAUI and Unity, demonstrating rapid learning ability.

PROJECTS

App for Efficient Study Session Management – C# .NET, Visayas State University, May 2024

- Launched SMYT, an Android app made to improve study management.
- Circulated with close contacts, resulting in 40 downloads.
- Collected positive feedback on study efficiency, with 5 users reporting a steady and consistent improvement in their grades.

Rivest-Shamir-Adleman Encryptor/Decryptor - Python, Visayas State University, October 2023

- Crafted a custom RSA encryptor/decryptor to significantly enhance the speed of solving RSA problems for the Discrete Structures 2 course.
- Reduced processing time from 30 minutes to approximately 3-5 seconds,
- Achieved a 100% exam pass rate among 50 users who downloaded the tool.

Real-time Video Playback from Torrents - Python, Personal Project, August 2023

- Designed a Python script to stream playable video directly from torrent files during download.
- Improved user experience by enabling playback of video files up to 50% faster than traditional methods, eliminating the need for full file completion before viewing.
- Distributed the script online, resulting in 50 downloads.

Particle Simulation Script - Python, Personal Project, March 2023

- Engineered a Python-based script to automate simulation for particle workflows for 3D short films and renders in Blender 3D.
- Improved workflow efficiency by over 50% through automated scene control.
- Enhanced scene optimization understanding, achieving nearly 100% improvement in real-time viewport render performance.
- Applied the script in over 10 static renders and 2 animation projects.

Flappy Bird Clone – C# Unity, Personal Project, January 2023

- Developed a Flappy Bird replica from scratch in Unity, integrating advanced object-oriented programming principles, ultimately leading to the completion of 10+ small coding projects and increasing confidence in programming capabilities.
- Accomplished the project as a challenge to learn Unity within one week.
- Secured 60 downloads with minor bug reports.