Bernard Vitale

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EDUCATION

Stevens Institute of Technology | Hoboken, NJ　　　　　　　　Sept. 2022 – Dec. 2024
Bachelor of Science in Computer Science　　　　　　　　　　　　　　*GPA: 3.75*
Awards: Dean's List (Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024)

Brookdale Community College | Lincroft, NJ　　　　　　　　Sept. 2020 – Aug. 2022
Majored in Computer Science　　　　　　　　　　　　　　　　　　*GPA: 3.88*
Awards: Phi Theta Kappa Honor Society, Dean's List (Fall 2020, Spring 2021, Fall 2021)

WORK EXPERIENCE

Web Programming Course Assistant　　　　　　　　　　　　Sept. 2024 – Dec. 2024
Stevens Institute of Technology　　　　　　　　　　　　　　　　*Hoboken, NJ*

- Conducted weekly office hours, providing guidance to 30+ students on assignments and course concepts.
- Tested automated grading scripts, ensuring consistent, error-free grading for lab assignments.
- Clarified complex topics to enhance student comprehension.
- Evaluated and graded student assignments with detailed, constructive feedback, enhancing students coding skills.

Web Developer (Contract)　　　　　　　　　　　　　　　　　　Sept. 2023
The Lawn Spa　　　　　　　　　　　　　　　　　　　　　　　*Cliffwood, NJ*

- Designed and developed a fully responsive website for a landscaping company.
- Ensured seamless adaptability across devices with a mobile-friendly layout.
- Implemented a contact form for direct communication with the company.
- Continuously addressed bugs and implemented improvements as needed to maintain website functionality.
- Deployed the website on Vercel: The Lawn Spa.

PROJECTS

Audio Ave | *JavaScript, HTML, CSS, Handlebars, Node.js, Express.js, Git, Spotify API*

- Led a team of four developers to create a companion app for Spotify users.
- Developed AI-generated playlist functionality, Spotify stats tracking, and a social playlist-sharing feed.
- Implemented user profile pages leveraging the Spotify API to display listening statistics.
- Built middleware to handle Spotify authentication and authorization.

BiomechVIS | *Python, Plotly, Dash, Bootstrap, CSS, Git*

- Collaborated in a team of five to develop a data visualization tool for the Biomedical Engineering Lab at Stevens.
- Implemented functionality to plot data from various `.mat` files onto interactive 2D and 3D graphs.
- Developed intuitive menu interfaces allowing users to create an unlimited number of 2D graphs.
- Added support for overlaying 2D points on graphs across multiple frames.

The Coffee Bean | *React, Vite, CSS, Fake Coffee API*

- Built a modern, responsive frontend for a mock online coffee store.
- Implemented advanced product filtering features, allowing users to easily search and browse products by category.
- Developed a dynamic cart system, enabling users to add, remove, and edit items effortlessly.
- Integrated the Fake Coffee API ensuring an interactive experience for users.
- Deployed on GitHub Pages: The Coffee Bean.

Space Adventures | *Python, PyGame*

- Developed a 2D space survival video game where players dodge and destroy meteors and enemy starships
- Implemented pixel-perfect collision detection for all sprites, enhancing gameplay accuracy.
- Added a real-time score tracking system.

TECHNICAL SKILLS

Languages: JavaScript, HTML/CSS, Java, Python, C, C++, SQL, R
Frameworks: React, Node.js, Express.js, Dash, Bootstrap
Tools & Databases: Git, VS Code, MongoDB, Redis
Libraries: Handlebars, Axios, Plotly, PyGame, jQuery