

Bernard Vitale

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EDUCATION

Stevens Institute of Technology Hoboken, NJ <i>Bachelor of Science in Computer Science</i> Awards: Dean's List (Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024)	Sept. 2022 – Dec. 2024 GPA: 3.75
Brookdale Community College Lincroft, NJ <i>Majored in Computer Science</i> Awards: Phi Theta Kappa Honor Society, Dean's List (Fall 2020, Spring 2021, Fall 2021)	Sept. 2020 – Aug. 2022 GPA: 3.88

WORK EXPERIENCE

Web Programming Course Assistant <i>Stevens Institute of Technology</i>	Sept. 2024 – Dec. 2024 Hoboken, NJ
<ul style="list-style-type: none">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) <i>The Lawn Spa</i>	Sept. 2023 Cliffwood, NJ
<ul style="list-style-type: none">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 <i>JavaScript, HTML, CSS, Handlebars, Node.js, Express.js, Git, Spotify API</i>	
<ul style="list-style-type: none">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 <i>Python, Plotly, Dash, Bootstrap, CSS, Git</i>	
<ul style="list-style-type: none">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 <i>React, Vite, HTML, CSS, Fake Coffee API</i>	
<ul style="list-style-type: none">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 <i>Python, PyGame</i>	
<ul style="list-style-type: none">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