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 reinforcing course concepts.
- Tested and reviewed automated grading scripts to ensure consistent and error-free grading for lab assignments.
- Clarified complex course topics to improve student comprehension and problem-solving skills in web development.
- Evaluated and graded student assignments with detailed, constructive feedback, enhancing students coding skills.

Web Developer (Contract) Sept. 2023
The Lawn Spa *Cliffwood, NJ*
- Developed a fully responsive website for a landscaping company and deployed it on Vercel: The Lawn Spa.
- Ensured seamless adaptability across devices with a mobile-friendly layout by using a responsive design.
- Implemented a contact form allowing direct client communication, using NodeMailer to handle email submissions.
- Monitored and resolved technical issues, implementing improvements enhancing website stability and functionality.

PROJECTS

Audio Ave | *JavaScript, HTML, CSS, Handlebars, Node.js, Express.js, Git, Spotify API*
- Led a team of four developers to create a social media-style app for Spotify listeners, leveraging the Spotify API.
- Developed the user profile pages and the middleware to handle Spotify authentication and authorization.
- Contributed to AI-generated playlist functionality, Spotify stats tracking, and a social playlist-sharing feed.

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 menus allowing users to create an unlimited number of 2D graphs with multiple data points.

The Coffee Bean | *React, Vite, CSS, Fake Coffee API*
- Built a modern, responsive frontend for a mock online coffee store, deploying on GitHub Pages: The Coffee Bean.
- Used the Fake Coffee API to populate product data and developed category filtering for a smooth user experience.
- Developed a dynamic cart system, enabling users to add, remove, and edit items effortlessly.

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 and a real-time score tracking, enhancing gameplay accuracy.

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

EXTRACURRICULAR ACTIVITIES

Stevens Ice Hockey Team - Alternate Captain Sept. 2022 – Dec. 2024
Jersey Shore Whalers - Captain Sept. 2020 – Feb. 2022