Jeremy Bernstein

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EDUCATION

University of New Mexico, Albuquerque - School of Engineering
Major: Computer Science | Minor: Interdisciplinary Film and Digital Media
GPA: 3.53   Graduation: May 2013

WORK EXPERIENCE

Sandia National Laboratories: Org. 1463 - *Student Technical Intern*   June 2012 - Current
Research internship analyzing a large video game dataset with the intent to study social behaviors among players
- Designed, implemented, and tested the java/hibernate query API used to mine the MySQL databases, progressing research
- Hypothesized, tested, and concluded that aggressive players have a higher correlation of being discussed in public forums
- Published "Do public interaction networks reflect private interaction?" with Dr. Lakkaraju and myself as second author

University of New Mexico - *Python Programming Student Lab Assistant*   January 2012 - May 2012
Responsible for weekly instruction of students in an introduction to computer programming through the Python scripting language
- Preparation and presentation of class concepts in the context of weekly lab projects
- Tailored in-class exercises and demonstrations to suit individual student abilities and weaknesses

Sandia National Laboratories: Org. 1932 - *Student Technical Intern*   June 2011 - January 2012
Technical internship building custom database and web tools for fast and reliable information access for internal Sandia National Labs
- Backend database management and custom tool building using Microsoft Sharepoint 2010 and Java
- Frontend javaScript and HTML tools built to make data easily and safely accessible to internal Sandia organizations

PROJECT EXPERIENCE

Agile Web-App (in development) - Learnit - *Scrum Master*   January 2013 - Current
Senior Software Engineering project implemented in node.js
- Spearheaded the move to choose node.js as a platform, and brought the 9 person team up to speed with asynchronous design
- Implemented a robust CMS to be used as a learning platform to be populated with user generated content

Game - Alloy Video Game - *Technical Supervisor*   August 2011 - April 2012
Collaboration between artists and programmers to bring a derelict world to life by creating robot ecosystems
- Held the critical role of establishing the pipeline between the art and technical teams
- Lead a team of 9 student programmers through development in the Unreal Development Kit
- Developed modular AI companions based on the components used to assemble the robots

Film - Haley - *Visual Effects Supervisor, Associate Producer*   July 2010 - May 2011
Supervised pre/post-production of a fast-paced, large-scale student film production that links together a team consisting of members
from the local community, industry professionals, and the university.
- Lead a 9 person VFX team both on set and in-studio while maintaining a fast paced production schedule
- Set up and maintained a local rendering farm and shared asset network for post production pipeline

SKILLS

Proficient in Code:
JavaScript, node.js, HTML5, Java, git, MySQL, Python, UnrealScript, R, C
Proficient in Software:
Unix, Windows OS, Unreal Development Kit, Autodesk Maya, Foundry Nuke, Adobe Suite