Ivan Berlin

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Available January – June 2024

Education

Northeastern University, Boston, MA   September 2021 – Present
Khoury College of Computer Sciences   Expected Graduation Date: May 2025
Candidate for Bachelor of Science in Computer Science and Cognitive Psychology
GPA: 3.975 / 4.0
Honors: Khoury College Dean's List Student, Dean's Scholarship Recipient
Coursework: Object Oriented Design, Game Programming, Foundations of Data Science, Fundamentals of Computer Science I and II

Computer Knowledge

Languages: Proficient with Java, Python | Familiar with JavaScript, HTML, CSS, C#
Programs: Logic Pro X, Wwise, Unity, Atlassian Suite
IDEs and Code Editors: IntelliJ/JetBrains, VSCode, Jupyter Notebook

Experience

Software Engineer Intern – Instawork – Boston, MA   January – June 2023
- ❖ Learned new tech stack quickly through incremental sprint work and pair-programming
- ❖ Incorporated a large end-to-end feature with a design open to extension, simplifying an Ops pipeline
- ❖ Patched and iterated on code across several domains while maintaining relative simplicity
- ❖ Thoroughly documented and tested code and user-facing flows to ease others' understanding
- ❖ Communicated and collaborated with pod members from different organizational roles, especially QA
- ❖ Enabled staff to analyze requested data and search through it faster using Appsmith

Projects

Portfolio Website   Summer 2022
- ❖ Created a digital portfolio using HTML and CSS
- ❖ Implemented responsive web design
- ❖ Self-tested accessibility using NVDA screen reader

Seaside Scramble – Game Jam   August 2022
- ❖ Composed music and sound effects in Logic Pro X for Seaside Scramble
- ❖ Designed how musical elements would spontaneously interact with the game parameters in Wwise
- ❖ Implemented that design into Unity through the Wwise-Unity API and intermediary scripting
- ❖ Researched solutions online when trying to realize new features
- ❖ QA-tested the game and verified the final build's state with teammates

Sightless – Game Jam   October – November 2022
- ❖ Collaborated with four fellow team members to ideate gameplay and art direction for Sightless
- ❖ Implemented music direction suggestions from a teammate through motifs and instrumentation
- ❖ Composed music and sound effects in Logic Pro X
- ❖ Blocked out time for working on the project during a busy midterm season

Skills and Interests

Native English and Spanish speaker, published musical artist, avid videogame enthusiast and participant in Northeastern Video Game Development Club, black belt in Mixed Martial Arts, and animated by cats