

# ALEXIA BERNARDO

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Interested in a full time position in the design and development of software products. Available June 2019.

## EDUCATION

**Rochester Institute of Technology, Rochester NY**  
Bachelor of Science Game Design and Development  
Expected to Graduate in May 2019  
Minor in Modern Language - Japanese

## SKILLS

| Programming Languages     | Software                  | Soft Skills        |
|---------------------------|---------------------------|--------------------|
| C# (Advanced)             | Visual Studio (2015-2017) | Project Management |
| Java (Advanced)           | Photoshop (CS4 - CC 2015) | Agile Development  |
| JavaScript (Intermediate) | Unity (5.x-2018.x)        | Team Leadership    |
| TypeScript (Intermediate) | PIXI.js (v2-v3)           | Customer Service   |
| C/C++ (Beginner)          | GSAP                      | Git                |

## HACKATHON AWARDS

- Oct. 2017      1st Runner Up
- Feb. 2017      Best Teaching Programming Hack
- Feb. 2017      Best Open Source Hack
- Feb. 2017      Best Game Graphics

## VOLUNTEER EXPERIENCE

**Tora-Con , RIT Anime Club**  
Revenue Director · Rochester, NY  
Aug. 2015 - Current

- Acted as the Registration Coordinator from Aug 2015 to Apr 2018 that managed a team of 30 + volunteers by overseeing the registration tables and service desk which led to over 3300 + badges given out to attendees during the day of the convention
- Manages the revenue department through weekly meetings by creating milestones to meet deadlines to improve efficiency for the current year

**Women in Computing**  
Projects Committee Member · Rochester, NY  
Aug. 2015 - Current

- Acted as the Projects Committee Head from Apr 2016 to May 2017 to 10+ members in 3 multidisciplinary projects to maintain consistent communication with each project lead to display the final prototypes at Imagine RIT
- Mentors current Projects Committee Head to recruit industry professionals to serve as mentors for current members
- Volunteers at open houses to introduce our interdisciplinary networking forum to help advance women in computing through community outreach

## EMPLOYMENT

**American Greetings · Interactive Developer Intern**  
Westlake, OH · Jan. 2018 - Aug. 2018

- Programmed animations on ecards in TypeScript by using Greensock.js to add interactive special effects
- Optimized graphics sent in from artists by using Photoshop CC 2015 to reduce loading times
- Published ecard at bluemountain.com "Enchanted Courtyard Hidden Objects Game"

**Rochester Institute of Technology · Notetaker**  
Rochester, NY · Jan. 2016 - Current

- Creates detailed notes for the deaf and hard of hearing students by attending the students' classes on time that led to obtaining worldly knowledge of a variety of subjects

**MAGIC Center @ RIT · Part Time Researcher**  
Rochester, NY · July 2016 - Aug. 2016

- Wrote a research paper on the effects of stress in people by reading peer-reviewed articles that led to discovering how to implement a method to measure stress levels through a wearable stress monitor
- Showcased at Imagine RIT 2016, Featured in RIT University News

## FEATURED PROJECTS

**The Labyrinth**

Oct. 2017 - Current

- Leads a team of five as a project manager to maintain consistent communication to deliver a working prototype for each milestone
- Created all the environmental art assets during a 36 hour hackathon in Adobe Photoshop CC 2015 imported into Unity 5.6
- Awarded 1st Runner Up at the IGM Imagine Cup 2017 from polishing a prototype built in class

**Hello, World**

Feb. 2017

- Wrote the content for the companion website as the technical writer in a team of five
- Designed the coding tutorial during a 24 hour hackathon in C# using Visual Studio 2015 to teach the player the fundamentals of programming
- Awarded Best Teaching Programming Hack and Best Open Source Hack at WiCHacks 2017

**Stella Chaser**

Feb. 2017

- Lead a team of four as a project manager to maintain consistent communication throughout the event to deliver a working prototype for each milestone
- Programmed the enemy sprite animations during a 24 hour hackathon in JavaScript using Phaser v2
- Awarded Best Game Graphics at BrickHack 3