Alexia Bernardo

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Seeking a full time position in interactive software that focuses on building the bridge between artists and programmers to ensure that art assets can be easily integrated into a game without sacrificing either the overall artistic vision or exceeding the technical limits of the chosen platform. Available June 2019.

Skills

Programming Languages
JavaScript
TypeScript
C#
HTML/CSS
C/C++

Software
Photoshop
Unity
Blender
Maya

Frameworks/Libraries
Bootstrap
PIXI.js
Greensock.js
THREE.js
Vue.js

Awards

Aug. 2018	**1st Place** AG Interactive Intern HackDay	
Jun. 2018	**Best Salsa** AG Intern Culinary Team Building Event	
May 2018	**Grace Hopper Scholarship** IGM Department, RIT	
Oct. 2017	**1st Runner Up** IGM Imagine Cup 2017	
Feb. 2017	**Best Open Source Hack** WiCHacks 2017	
Feb. 2017	**Best Teaching Programming Hack** WiCHacks 2017	
Feb. 2017	**Best Game Graphics** BrickHack 3	

Education

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

Employment

Rochester Institute of Technology Rochester, NY
Interactive Games and Media Department (IGM) Teaching Assistant Aug. 2018 - Current
- Delivered detailed feedback on resumes for the interactive games and media students
- Aided students in web development and provided timely feedback on homework assignments

Notetaker Jan. 2016 - Dec. 2018
- Produced 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

American Greetings (AG) Cleveland, OH
Interactive Developer Intern Jan. 2018 - Aug. 2018
- Programmed 2D animations by using Greensock.js to add interactive special effects on ecards
- Optimized graphics by using Photoshop to reduce sprite atlas file size by up to 40%
- Published at bluemountain.com "Enchanted Courtyard Hidden Objects Game" and "Birthday Enchantment Hidden Objects Game"

MAGIC Center @ RIT Rochester, NY
Part Time Researcher Jul. 2016 - Aug. 2016
- Composed a research paper on the effects of stress in people by reading peer-reviewed articles to discover how to implement a method to measure stress levels through a wearable stress monitor

Featured Projects

The Libyrinth [1st Runner Up] Oct. 2017 - Current
- Produced the initial version of all the 2D environmental art assets during a 36 hour hackathon in Photoshop that was imported into Unity from polishing a prototype built in class
- Designs all AI character models and 3D environmental art assets in Blender

Firefighting Fox Finders Oct. 2017
- Developed all of the user interfaces to deliver a working prototype
- Designed most art assets during a 36 hour hackathon and imported it into Unity

Hello, World [Best Teaching Programming Hack and Best Open Source Hack] Feb. 2017
- Composed the content for the companion website and the tutorial for the game as the technical writer in a team of five
- Designed the coding tutorial during a 24 hour hackathon in C# using Visual Studio to teach the fundamentals of programming

Volunteering

Tora-Con , RIT Anime Club Rochester, NY
Revenue Director Aug. 2015 - Current
- Supervises the revenue department by managing a team of 10 + people to set up and run vendors, artists alley, and general attendee registration
- Regulated a team of 30 + volunteers as the Registration Coordinator from Aug 2015 to Apr 2018 by overseeing the registration tables and service desk which led to over 3300 + badges given out to attendees during the day of the convention

Women in Computing Rochester, NY
Projects Committee Member Aug. 2015 - Current
- Aids at open houses to introduce our interdisciplinary networking forum to help advance women in computing through community outreach
- Mentored current Projects Committee Head to recruit industry professionals to serve as mentors for current members
- Guided the Projects Committee 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