

ALEXIA BERNARDO

✉ ab4854@rit.edu 🌐 alexiabernardo.com ☎ (845) 240-3990 in [alexiabernardo](https://www.linkedin.com/in/alexiabernardo) 📍 [abernardo97](https://github.com/abernardo97)

Works on projects in multidisciplinary teams to develop usable products featuring accessible design. Attends hackathons to hone abilities, think quickly and work with different people. Interested in a cooperative education position in the design, development, and testing of software products. Available January 2018 - August 2018

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)	Unity (5.x)	GitHub
JavaScript (Intermediate)	Photoshop (CS4 - CC 2017)	Agile Development
C/C++ (Beginner)	Phaser (v2)	Team Leadership
	Bootstrap (v3, v4)	Customer Service

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
Registration Coordinator · Rochester, NY
Aug 2015 - Current

- Answers 20-30+ emails weekly from attendees during peak hours of pre-registration by creating a Registration FAQ which led to quickly responding and communicating information about registration to attendees
- Manages 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

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 and to manage a budget and inventory lists for supplies
- Volunteers at open houses to introduce people to our interdisciplinary networking forum to help advance women in computing through community outreach

EMPLOYMENT

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
- Posts notes online in a timely manner

MAGIC Center @ RIT · Part Time Researcher
Rochester, NY · Jul 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 Libyrinth
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 2017 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

Jungle Escape
Aug 2016 - Dec 2016

- Lead a team of four as project manager to maintain a work plan for each milestone of the project
- Created all the game assets and aided in the design of the user interface using Adobe Photoshop CC 2016
- Assisted in programming the level editor in C# using Visual Studio 2015