

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
TypeScript (Intermediate)	Unity (5.x-2018.x)	Team Leadership
JavaScript (Intermediate)	PIXI.js (v2-v3)	Customer Service
C/C++ (Beginner)	Greensock.js	Git
	THREE.js	

HACKATHON AWARDS

- Aug. 2018 **1st Place**
AC Interactive Intern HackDay
- Oct. 2017 **1st Runner Up**
IGM Imagine Cup 2017
- Feb. 2017 **Best Teaching Programming Hack**
WiCHacks 2017
- Feb. 2017 **Best Open Source Hack**
WiCHacks 2017
- Feb. 2017 **Best Game Graphics**
BrickHack 3

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 sprite atlas file size by up to 40%
- Published ecard at bluemountain.com "Enchanted Courtyard Hidden Objects Game" with another ecard soon to be released
- Awarded Best Salsa in the AG Intern Culinary Team Building Event
- Awarded 1st Place in the AG Interactive Intern HackDay for expanding a current line of Papyrus cards with an AR experience

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

Llama in a Jar Interactive eCard

Jan. 2018 - April 2018

- Created all of the art assets in Adobe Photoshop CC 2015 and Blender that was imported into THREE.js
- Developed as a solo intern project to learn about JavaScript libraries

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 that was 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 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 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 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