

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

C#
TypeScript
JavaScript
HTML/CSS

Software

Photoshop
Unity
Blender
Maya

Frameworks/Libraries

Bootstrap
PIXI.js
Greensock.js
THREE.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

Interactive Games and Media Department (IGM) Teaching Assistant

Rochester, NY

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)

Interactive Developer Intern

Cleveland, OH

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

Part Time Researcher

Rochester, NY

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

Revenue Director

Rochester, NY

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

Projects Committee Member

Rochester, NY

Aug. 2015 - Current

- Mentors current Projects Committee Head to recruit industry professionals to serve as mentors for current members
- Facilitates at open houses to introduce our interdisciplinary networking forum to help advance women in computing through community outreach
- 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