

# Alexia Bernardo

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Effectively communicates technical issues to non-technical audiences. Seeking a full time opportunity in the design, development, and testing of interactive software products. 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

Mar. 2019	<b>Tiger Tank Semifinalist</b> RIT Simone Center
Mar. 2019	<b>Best Mash-Up of the Wegmans API</b> WiCHacks 2019
Aug. 2018	<b>1st Place</b> AG Interactive Intern HackDay
Jun. 2018	<b>Best Salsa</b> AG Intern Culinary Team Building Event
May 2018	<b>Grace Hopper Scholarship</b> IGM Department, RIT
Oct. 2017	<b>1st Runner Up</b> IGM Imagine Cup 2017
Feb. 2017	<b>Best Open Source Hack</b> WiCHacks 2017
Feb. 2017	<b>Best Teaching Programming Hack</b> WiCHacks 2017
Feb. 2017	<b>Best Game Graphics</b> 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 Libyrrh [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

### Know Cooking Experience [Best Mash-Up of the Wegmans API]

Mar. 2019

- Developed the companion website for the VR game as the web developer in a team of four
- Decorated the environment with 3D models from the Unity Asset Store during a 24 hour hackathon and imported it into Unity

### 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

## 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

- 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