

# 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  
Maya  
Blender

### Frameworks/Libraries

Phaser  
PIXI.js  
Greensock.js  
THREE.js

## Awards

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

#### Notetaker

Rochester, NY

Jan. 2016 - Current

- 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

### Interactive Games and Media Department (IGM) Teaching Assistant

Aug. 2018 - Sep. 2018

- Delivered detailed feedback on resumes for the interactive games and media students

### American Greetings (AG)

Westlake, 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 Labyrinth [1st Runner Up]

Oct. 2017 - Current

- Coordinates a team of five as the Project Manager to deliver a working prototype for each milestone
- Produced all the environmental art assets during a 36 hour hackathon in Photoshop that was imported 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

### Stella Chaser [Best Game Graphics]

Feb. 2017

- Delegated a team of four as the Project Manager to deliver a working prototype for each milestone
- Programmed the enemy sprite animations during a 24 hour hackathon in JavaScript using Phaser

## 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

- 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