Alexia Bernardo

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in alexiabernardo

abernardo97

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

HTML/CSS

C/C++

Software

Photoshop

Unity

Blender

Maya

Frameworks/Libraries

Bootstrap

PIXI.js

Greensock.js

THREE.js

Vue.js

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Feb. 2017

Awards

2019 the Wegmans API WiCHacks 2019 1st Place Aug. 2018 AG Interactive Intern

Best Mash-Up of

HackDay Jun. **Best Salsa** 2018 AG Intern Culinary

Team Building Event May **Grace Hopper**

2018 Scholarship IGM Department, RIT

Oct. 1st Runner Up 2017 IGM Imagine Cup 2017

Best Open Source Feb. 2017 Hack WiCHacks 2017

Feb. **Best Teaching** 2017 **Programming Hack** WiCHacks 2017

BrickHack 3

Best Game Graphics

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

Rochester, NY

Interactive Games and Media Department (IGM) Teaching Assistant

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

Jan. 2016 - Dec. 2018 Notetaker

 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)

Cleveland, OH

Interactive Developer Intern

Jan. 2018 - Aug. 2018

- Programmed 2D animations by using Greensock is 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 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

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

Rochester, NY Aug. 2015 - Current

Revenue Director

 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 Aug. 2015 - Current

Projects Committee Member

- · 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