ALEXIA BERNARDO

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Interested in a full time position in the design and development of interactive 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

Languages	Software	Frameworks/Libraries
C#	Visual Studio	Phaser
TypeScript	Unity	PIXI.js
JavaScript	Photoshop	Greensock.js
Java	Maya	THREE.js
C/C++	Git	

HACKTHON AWARDS

Aug. 2018	**1st Place**	AG 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

FEATURED PROJECTS

The Libyrinth
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
- Awarded 1st Runner Up at the IGM Imagine Cup 2017 from polishing a prototype built in class

Hello, World
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
- Awarded Best Teaching Programming Hack and Best Open Source Hack at WiCHacks 2017

Stella Chaser
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
- Awarded Best Game Graphics at BrickHack 3

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 Media and Games Teaching Assistant
Rochester, NY · Aug. 2018 - Sept. 2018

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

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 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"
- Awarded 1st Place in the AG Interactive Intern HackDay for expanding a current line of Papyrus cards with an AR experience
- Awarded Best Salsa in the AG Intern Culinary Team Building Event

MAGIC Center @ RIT · *Part Time Researcher*
Rochester, NY · July 2016 - Aug. 2016

- Composed 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

ORGANIZATIONS

Tora-Con , RIT Anime Club · *Revenue Director*
Rochester, NY · Aug. 2015 - Current

- Supervises the revenue department by collaborating with fellow directors to make executive decisions to improve efficiency
- Facilitates dialogue and resolves disputes to ensure the convention runs smoothly for both attendees and sellers
- 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 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