

Bryce Harrell

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Education

University of California, Berkeley

GPA: **3.83**

Bachelor of Arts in Computer Science

Certificate in Entrepreneurship & Technology

Expected Graduation: May 2024

Relevant Coursework: Algorithms, Data Structures, Computer Security, Machine Structures, Information Systems Design, Blockchain Fundamentals, Discrete Mathematics, Probability Theory, Calculus

Skills

Languages: Java, Python, Javascript, C

Technologies: Git, NumPy, Pandas, Node.js

Professional Experience

Mastercard

Purchase, NY

Product Management Intern

June 2022 - Aug 2022

- Conducted market research and quantitative analyses of both regional and international competitors to determine product viability and enhance product value proposition, presenting findings to key stakeholders
- Investigated user experience in the digital payments market, collaborating with key technical and strategic contributors to identify user pain points and new product opportunities
- Generated potential new product in high-growth market for company intern innovation challenge, achieving **first place** in North America region **among 350 participants**
- Utilized company transaction database to determine digital payments penetration into target markets and quantify product market fit, strengthening product business case and forecasting future trends

Orthopedic Outfitters

Pleasanton, CA

E-Commerce Development Intern

May 2021 - Aug 2021

- Created and directed Amazon Seller account, analyzing advertising data and coordinating with product distributors to ensure supply chain efficiency, resulting in **\$1500** in average weekly sales within 3 months
- Managed company website through Shopify, optimizing product pricing and spearheading new product integration
- Cultivated company marketing materials, increasing new consumer traffic to the website by **362%** year to date

Projects

Gitlet | Java

- Built a CLI Git-like version control system from scratch, employing both unit and integration testing
- Implemented essential functionalities such as the ability to add and commit files, restore to previous commits, and create and merge branches

Cavern Quest | Java

- Created video game with random map generation and a GUI
- Integrated user gameplay mechanics such as keyboard input, save and load abilities, and interactive missions

On This Day in Music | Javascript, Node.js

- Developed Apple Music Web Player that allows users to search for songs added to their library by their release date
- Utilized Apple Music API to authenticate user account credentials, pull song data, and play music within the web app