

Isaac Mayernik

Columbia, SC

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Portfolio: <https://isaacmayernik.github.io/>

EDUCATION

University of South Carolina, Columbia, SC

B.A. in Computer Science

Expected graduation: May 2025

GPA: Major: 4.0; Overall: 3.6

PROJECTS

Frogbound

- 2D pixel-art Metroidvania developed in Unity
- Players control a frog exploring two levels with enemies and upgrades

Forgotten

- 3D adventure souls-like developed in Unreal Engine
- Players control a fox with mechanics including a boss fight, enemies, and dodging systems

High School Senior Project Demo

- 3D game demo to learn Unreal Engine's Blueprint system and develop health, damage, and dodging systems

EXPERIENCE

Simpsonville Elementary – Afterschool Caregiver

Simpsonville, SC

Oct 2021 – May 2022, Jan 2023 – May 2023

- Managed an aftercare class, demonstrating strong communication, problem solving, and organizational skills

Walmart – Online Personal Shopper

Simpsonville, SC

Oct 2020 – Sept 2021

- Provided empathetic customer service and contributed to an efficient team workflow for online order pickups

SKILLS

Programming Languages: Java, C++, C#

Game Development Tools: Unity, Unreal Engine

Design: Pixel art, animation, model creation, video editing

Other: problem solving, communication, leader