

Isaac Mayernik

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EDUCATION

University of South Carolina | Columbia, SC
Bachelor of Science in Computer Science | GPA: 3.72/4.0

May 2025

TECHNICAL SKILLS

Languages: Java, C++, C#, Kotlin, Python

Framework/Libraries: React Native, Jetpack Compose, Firebase

Tools: Git, Blender, Unity, Unreal Engine

Other: Pixel art, Animation, Video editing

PERSONAL PROJECTS

Cocky's Way | *Capstone Project*

React Native, Firebase

- Android app to navigate campus, find professor information, and create class schedules
- Built features including map directions using Google Maps API, route history saving, and interactive buttons
- Created the map tutorial UI for newcomer users for navigation functionality
- Collaborated with team members integrating professor directory and course scheduling features

Workout Log

Kotlin, Jetpack Compose

- Android app to track workouts and give UI feedback on muscle group intensity

Forgotten

Unreal Engine

- Android app to track workouts and muscle group
- Created all model and animation assets

Frogbound

Unity Engine, C#

- 2D pixel-art Metroidvania with exploration, upgrades, and enemy combat
- Created all art and animation assets

EXPERIENCE

Simpsonville Elementary – Simpsonville, SC

Afterschool Caregiver

Oct 21 - May 22, Jan 23 – May

- Led aftercare classes, managed activities

Walmart – Simpsonville, SC

Afterschool Caregiver

Oct 2020 - Sept 2021

- Prepared and delivered customer orders
- Maintained high satisfaction and accuracy