

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: Blender, Unity, Unreal Engine, Android Studio
Other: Pixel art, Animation, Video editing

PERSONAL PROJECTS

Cocky's Way | *Capstone Project*
React Native, Firebase

- Android app to navigate UofSC campus, find professor information, and create class schedules
- Built features including directions using Google's APIs, route history saving, and interactive buttons
- Created the map tutorial UI for newcomer users
- Collaborated with team members

Workout Log
Kotlin, Jetpack Compose

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

Forgotten
Unreal Engine

- 3D Souls-like action game with dodge mechanics, enemy AI, and a boss fight
- 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 23

- Led aftercare classes, created activities, and communicated effectively with colleagues

Walmart – Simpsonville, SC
Online Personal Shopper

Oct 2020 - Sept 2021

- Prepared and delivered customer orders, maintaining high satisfaction and accuracy