**Isaac Mayernik**

isaacmayer03@gmail.com | [LinkedIn](https://www.linkedin.com/in/isaacmayernik/) | [GitHub](https://github.com/isaacmayernik) | [Portfolio](https://isaacmayernik.github.io/)

**EDUCATION**

**University of South Carolina** | Columbia, SC **May 2025**

*Bachelor of Science in Computer Science | GPA: 3.69/4.00*

**TECHNICAL SKILLS**

**Languages:** Java, C++, C#, Kotlin, Python, Haskell, MIPS, YACC, JavaScript, HTML/CSS, MySQL

**Framework/Libraries:** React Native, Jetpack Compose, Firebase

**Tools:** Android Studio, Unity, Unreal Engine, Blender, QtSpim, SceneBuilder, Logisim, PuTTY

**Other:** Pixel art, 3D/2D animation, Video editing, Word, PowerPoint, Excel, Figma

**PROJECTS**

**Cocky’s Way** | *Capstone Project*

*React Native, Firebase*

* An Android app to navigate UofSC campus, find professor information, and create class schedules
* Implemented features like Google API integration for map and directions, route history saving, and a tutorial
* Collaborated with a team to ensure seamless functionality and user experience

**Workout Log**

*Kotlin, Jetpack Compose*

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

**Forgotten**

*Unreal Engine 5*

* A 3D Souls-like action game with dodge mechanics, enemy AI, and a boss fight
* Created all model and animation assets

**Frogbound**

*Unity Engine, C#*

* A 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