**Isaac Mayernik**

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**EDUCATION**

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

*Bachelor of Science in Computer Science | GPA: 3.72/4.0*

**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