

Joshua Bernstein

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Summary

Undergraduate computer science student with a devotion to writing and maintaining code in a plethora of languages effectively and efficiently. Adaptive problem-solver with experience in cloud-based virtual machines, scripting, and video game engine software.

Education

B.S. IN COMPUTER SCIENCE | 2021-PRESENT | STEVENS INSTITUTE OF TECHNOLOGY

- 4.0/4.0 GPA
- Expected Graduation 2024
- Stevens Pinnacle Scholar

Key Skills

PROGRAMMING LANGUAGES

- | | |
|------------------|-------------------|
| • Highly Skilled | • Proficient |
| ◦ Python | ◦ Javascript, CSS |
| ◦ Java | ◦ Linux shell |
| ◦ ARMv8 Assembly | ◦ OCaml |
| ◦ C/C++ | ◦ Racket |

CLOUD PLATFORMS

- Experience with the Oracle Cloud network, creating and maintaining cloud-based virtual machines

VIDEO GAME ENGINES

- Experience and proficiency with video game engine software such as Unreal Engine 4/5

RELEVANT COURSEWORK

- | | |
|------------------|-----------------------|
| • Algorithms - A | • Data Structures - A |
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Experience

RESEARCH ASSISTANT | STEVENS INSTITUTE OF TECHNOLOGY | SUMMER 2022

- Designed and constructed python scripts to download, analyze, and store files of an image database of over 690,000 individual files
- Collaborated with other colleagues to facilitate efficient and standardized code

Projects

DESIGNING AND IMPLEMENTING A CUSTOM CPU AND ASSEMBLY LANGUAGE | FALL 2022

- Utilized Logisim evolution simulation software to create a completely functional CPU
- Developed an assembly language (and assembler) that can be directly run on the simulation