

# 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 | • Familiar   |
| ◦ Python         | ◦ Bash       | ◦ JavaScript |
| ◦ Java           | ◦ C#         | ◦ CSS        |
| ◦ ARMv8 Assembly | ◦ Racket     |              |
| ◦ C/C++          |              |              |

### **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 |
|------------------|-----------------------|

## 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