Kimberlyn M. Cerasaro

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EDUCATION

Drexel University - Philadelphia, Pennsylvania
Bachelor of Science in Computer Science | September 2021 - June 2025
Cumulative GPA: 3.54

Embry-Riddle Aeronautical University - Daytona Beach, Florida
Bachelor of Science in Computer Science, Minor in Business Administration | August 2020 - May 2021
Cumulative GPA: 4.00

TECHNICAL SKILLS

Programming Languages: Java, Python, C, TypeScript, JavaScript
Frameworks & Technologies: React Native, Spring Boot, NestJS, React, Expo, Unity
Tools & Platforms: Git, Figma, Docker, GitHub Pages, Swagger/OpenAPI
Databases: PostgreSQL, SQL

PROFESSIONAL EXPERIENCE

Player 2 (formerly Dynasty 11 Studios) - Philadelphia, Pennsylvania
Technical Advisor (Volunteer) | September 2025 - Present
- Provide technical guidance and mentorship to senior project team of 6 developers throughout the software development lifecycle
- Troubleshoot complex technical issues including Figma access configuration and AWS infrastructure setup
- Facilitate communication between development team and executive leadership on technical blockers
- Review pull requests and provide constructive feedback to improve design clarity, enforce best practices, and maintain consistency across front-end and back-end repositories

Player 2 (formerly Dynasty 11 Studios) - Philadelphia, Pennsylvania
Full-Stack Developer | September 2023 - March 2024
- Implemented and tested front-end features for Android mobile application using React Native and Expo
- Reconfigured API endpoints for new authentication workflow using Java and Spring Boot

Drexel University - Philadelphia, Pennsylvania
Junior Developer | September 2022 - March 2023
- Implemented backend services for new projects using Spring Boot framework
- Integrated internal and external APIs to enhance application functionality
- Refactored and upgraded Spring Boot services to newer framework version, resolving deprecation issues

PROJECTS

Star Rail Dashboard | October 2025 - Present
Full-Stack Developer
- Developing full-stack web application for game data visualization and tracking using NestJS, React, Vite, and PostgreSQL
- Documenting and testing RESTful API endpoints using Swagger/OpenAPI specification for comprehensive API reference
- Implementing personalized dashboard features including warp calculator, pity tracker, and end-game content countdowns
- Containerizing application using Docker for consistent deployment and development environments
- Designing and implementing reusable React components using Storybook for consistent UI development

Player2 Game Library - Senior Project | September 2024 - May 2025
Team Lead
- Led team of 6 developers through full software development lifecycle, managing project documentation and progress through ClickUp
- Configured AWS infrastructure utilizing Amazon EC2, Elastic Load Balancing, and Amazon RDS for PostgreSQL
- Designed 4 prototype iterations using Figma and implemented final design into TypeScript pages and React Native components for Android mobile application
- Developed web scraper using Jsoup in Spring Boot Java to aggregate gaming news articles from Google News
- Facilitated communication between stakeholders and development team throughout project timeline

Recipe for Ruin - 2.5D Video Game | September 2024 - March 2025
Production: Website Manager
- Managed studio website deployment and maintenance using GitHub Pages for game studio of 18 students
- Designed interactive website mockups in Figma and implemented responsive web design
- Coordinated game trailer footage collection for beta and MVP builds

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AWARDS AND HONORS
- Cooperative Education Award, Drexel University, May 2025
- J. Drexel Scholarship, Drexel University, 2021-2025
- Presidential Scholarship and Woman of Excellence Award, Embry-Riddle Aeronautical University, 2020-2021