Kimberlyn M. Cerasaro

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Mission

Kimberlyn aims to provide technical solutions through their efficiency, punctuality, and drive to problem solve.

Skills

- Java
- Python
- C
- Figma
- Unity
- Git
- React Native

Education

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

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

Employment

Player 2 (formerly Dynasty 11 Studios) — Philadelphia, Pennsylvania
Full-Stack Developer — September 2023 to March 2024
- Participated in weekly stand-up meetings
- Implemented and tested front-end features for Android using React Native and Expo
- Reconfigured endpoints of mobile app using Java and Springboot

Drexel University — Philadelphia, Pennsylvania
Junior Developer — September 2022 to March 2023
- Implemented services into new projects using Springboot
- Interacted and set up databases within projects
- Worked with internal and external APIs

Projects

Senior Project: Player2 Game Library — Philadelphia, Pennsylvania
Team Lead — September 2024 to May 2025
- Scheduled and facilitated meetings among 6 team members
- Facilitated communication between stakeholders and team members
- Managed project documentation and progress through ClickUp
- Assisted in configuring AWS infrastructure using Amazon EC2, Elastic Load Balancing, and Amazon RDS for Postgres SQL
- Created 4 iterations of prototype using Figma
- Developed Typescript pages and React Native components based off final prototype for Android mobile app using Expo
- Developed web scraper using Jsoup in Springboot Java to gather relevant news articles from Google News

2.5D Video Game: Recipe for Ruin   Philadelphia, Pennsylvania
Production: Website Manager   September 2024 to March 2025
- Participated in bi-weekly standup meetings with game studio of 18 students
- Designed website with interaction in Figma
- Managed domain name and studio website using Github Pages
- Continually updated studio website when needed
- Collected game trailer footage for beta and MVP build

2D Video Game: Bounty Hunter   Philadelphia, Pennsylvania
Product Manager   September to December 2023
- Ensured team progress aligned with proposed timeline for product's weekly deadlines
- Created and led team's weekly progress reports
- Designed and implemented a variety of scenes and levels for the video game with Unity and C#
- Implemented scriptable objects for items within the video game with Unity

Web Application: Travel Planner   Philadelphia, Pennsylvania
Product Owner   January to September 2022
- Communicated progress and deadlines with teammates
- Documented progress of team metrics and activity reports using Gitlab
- Created a web application using Flask, HTML, CSS, and Javascript

Physics Research   Columbia, South Carolina
Research Mentee   June to July 2019
- Created Piezoelectric Energy Harvester in Autodesk Inventor
- Tested Piezoelectric Energy Harvester in COMSOL Multiphysics
- Analyzed data and edited prototype to achieve desired results
- Presented research results in poster ceremonies and colloquium

Awards
- Cooperative Education Award, Drexel University, May 2025
- J. Drexel Scholarship, Drexel University, 2021 to 2025
- Presidential Scholarship, Embry-Riddle Aeronautical University, 2020 to 2021
- Woman of Excellence Award, Embry-Riddle Aeronautical University, 2020 to 2021
- Community Engagement Award, South Carolina Governor's School for Science and Mathematics, June 2019