

# 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

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## 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

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## PROFESSIONAL EXPERIENCE

**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

### **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