Wren Bernstein

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Portfolio: oneredshoe.github.io

Education

Rochester Institute of Technology, New York   *Expected Graduation Date: May 2022*

Bachelor of Science, Game Design & Development

Current cumulative GPA - 3.75

Note: Graduation date for a bachelor's degree would be December 2020, however the Master's program takes until May 2022

Skills
- C#, C++, Java, SQL
- HTML, CSS, Javascript, JQuery
- Illustration and concept art
- Digital and traditional drawing
- Narrative design for games

Tools
- Unity, Visual Studio, Unreal
- Microsoft Office - Word, Excel, Access
- Maya, Photoshop, Clip Studio, FireAlpaca
- Microsoft Teams, Outlook, Git, Itch.io
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Projects

September - November 2019, January - May 2020

A Crude Brew (Group Project (Fall 2019), Art Lead; Solo Class Project(Spring 2020), Audio Lead
- (2019) Game was originally created as a 5 week sprint in IGME 320 - Game Design and Development II.
- Created all of the 2D assets used within the game, as well as concept art for the 3D visual assets.
- Assets included reusable backdrops for UI elements, the main Match-3 items, and a full tutorial scene that explains the game properly to first-time players.
- (2020) Participated in IGME 671 - Interactive Game and Audio, as a graduate level course.
- Learned the basics of audio development for games and media, including basic sound mixing and level engineering.
- Took a game that had been created in a previous class and over 2 ½ months implemented fitting audio that would immerse the player more in the game's environment.

December 2019

Background Artist
- Assisted a friend on their important animation project for their class.
- Efficiently understood directions for how the backgrounds I was assigned should appear and finished them within a few hours.
- Successfully mimicked the artistic style of the animation to allow my assets to blend seamlessly within the animation.

November 15-16, 2019

Atomic Launcher (Jam for a Cause, Art Lead)
- Designed and constructed an educational game centered on chemistry.
- Hand drew all of the visual assets and suggested new mechanics for the players to interact with.
- Won the Most Accurate to the Theme award out of 13 teams participating in the event.
- *https://oneredshoe.itch.io/atomic-launcher* (to test/view, game must be downloaded)

Experience

June 2020 - August 2020 (Current)

Xana Ad Hoc, IGM@RIT – *Storyboard and 2D Animation Artist, Intern*   **Remote Employment**
- Design and format the intro sequence to the game in order to introduce the characters and the emotions that the love that will fuel the player's gameplay through the levels. This included focusing on interpersonal relations between all kinds of family members and a baby, and how to glimpse the baby's full range of emotions in a limited amount of time.
- Design the main player character, including her appearance and main aspects of her personality beyond "Main Character in a VR game", fleshed out some of her background and tried to implement it into her overall design.
- Research methods of 2D facial animation on 3D characters, and investigated ways to further make emotions and presentation adaptable and easy to implement. This has yet to be completely fulfilled.
- Create unique sprite sheets per each character (6 total) for face animations, with at least 2 animations each to match the characters both ingame and in the intro cutscene. Each character has also been assigned a personal art style, and those styles are reflected in the characters' eyes for a personal touch.

January 2020 - Present

IGM@RIT – *Teaching Assistant for beginner C++*   **Rochester, New York**
- Assist professor by grading individual students' assignments and homeworks, and the conversion to online-only instruction and give students appropriate leeway based on their given circumstances.
- Assist students by providing in-depth feedback regarding their final grades on assignments that they missed points on, and guiding them towards using consistent coding conventions with their work.
- Respond to student inquiries both in-person and on Discord through private messaging and the class server.

June 2019 - August 2019

MassMutual – *Summer IT Intern*   **Springfield, Massachusetts**
- Collaborated with individual members of a team on the production of their web-based application.
- Learned the ins and outs of the corporate world through observation and hands-on work with all aspects of the development and support teams, including QA testing, Solutions Administration, Release Management, and Production Support.
- Created ready-to-use rooms on Microsoft Teams (and documentation walking through the basic room setup) as the group transitioned out of Skype for Business.
- Self taught SQL and database integration to at least the satisfactory working knowledge.
- Personal creations from this internship were the property of the company as it is an insurance company with personal information of its customers and cannot be demonstrated or shared.

July 2018 - July 2018

Girls Make Games – *Camp Counselor*   **Redmond, Washington**
- Taught the basics of Unity to girls aged 11-16, helping them learn the program and simple game design.
- Mentored a smaller group of 5 girls for the entirety of the program, guiding them through a simplified game-creation process, with overall design, simple development, research in new games, and finally presenting their prototype.