Wren Bernstein

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Education

Rochester Institute of Technology, New York   *Expected Graduation Date: December 2020*

Bachelor of Science, Game Design & Development

Current cumulative GPA - 3.69

Skills

- C#, C++, Java, SQL
- HTML, CSS, Javascript
- Illustration and concept art
- Digital and traditional drawing

Tools

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

Projects

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

January - April 2018

GenderFree Restroom Location Service (Group Research Project)

- Developed indoor navigation using the MapBox API and Vuforia.
- Researched and translated MapBox documentation from older tutorials into newer code.
- Presented the app's early stage prototype at ImagineRIT to visiting families and fellow students

Experience

June 2019 - August 2019

MassMutual – *Summer IT Intern*   **Springfield, Massachusetts**

- Collaborated with individual members of a pre-existing team on the production of their web-based application that supported the investments' division
- 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
- Self taught SQL and database integration alongside programmers with preexisting knowledge in the subject, to at least the satisfactory working knowledge
- Produced a small C# based windows form that incorporated new database knowledge and basic visual studio proficiency

July 2018 - July 2018

Girls Make Games – *Camp Counselor*   **Redmond, Washington**

- Assisted in teaching Unity basics to a group of girls ages 11-16, helping them learn the program and simple game design and development
- Mentored a smaller group of 5 girls through the game creation process using Unity over the full 3 weeks of the program, through design-aspect skills that they would need in the game industry, such as constructing an overall story/design for their game, becoming more involved in the industry by broadening their game interests. and presenting a game pitch to interested listeners.

Leadership

January 2018 - October 2019

RIT GLBTQIA+ Alliance – *Public Relations Officer, Social/Events Officer*