

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 would be December 2020 however I am in the accelerated BS/MS program and will be taking classes until 2022

Skills

- C#, C++, Java, SQL
- HTML, CSS, Javascript, JQuery
- 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

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>

Experience

January 2020 - Present

IGM@RIT - Teaching Assistant for beginner C++

Rochester, New York

- Assist professor by grading individual students' assignments and homeworks, as well as supporting the professor through the online transition as best as I can
- 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
- Self taught SQL and database integration to at least the satisfactory working knowledge

July 2018 - July 2018

Girls Make Games - Camp Counselor

Redmond, Washington

- Taught Unity basics 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