

Riley Bergamasco

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EDUCATION

University of North Carolina at Chapel Hill

August 2019-Present

Bachelor of Arts, Double Major: Media and Journalism & Computer Science, May 2023

GPA: 3.8

Computer Science Coursework: Models of Language and Computation, Modern Web Programming, Data Structures, Computer Organization, and Foundations of Computer Programming

Media and Journalism Coursework: Motion Graphics, Intermediate Interactive Media, Media Design, Foundations of Graphic Design, Foundations of Interactive Media, Digital Storytelling, and Writing and Reporting

EXPERIENCE

1893 Brand Studio – UNC Chapel Hill

August 2021-Present

Graphic Designer and Web Developer

- Works on various web development and graphic design projects for real companies in the Chapel Hill area while adhering to tight deadlines
- Contributes to internal marketing projects for the Brand Studio, including creating social media content and blog graphics and improving our website

Juni Learning – Remote

April 2021-Present

Computer Science Instructor

- Executes Computer Science lesson plans (in Python and Java) for students ages 8-15, while adapting to student needs and interests
- Communicates with parents on a regular basis, providing updates on student progress and results from learning assessments
- Maintains records for each student, covering multiple courses and skill levels

illumis – Remote

June 2021-August 2021

Frontend Development Intern

- Designed and implemented two internal facing dashboards using React, Material UI, React Router, Redux, Axios, and other related technologies while adapting to changing project requirements
- Created custom reusable components that could be easily adapted for different uses throughout the applications

Google Developer Group Chapel Hill

September 2020-May 2021

iOS Developer and Graphic Designer

- Worked with a team to develop the iOS front-end (using Swift) for a mobile news app
- Communicated with the back-end team and the Android team to create a cohesive app experience
- Designed logos for the apps and projects the organization created

SKILLS

- Java, Python, JavaScript, TypeScript, Swift, HTML & CSS, React, and Material UI
- Adobe Creative Suite (Illustrator, Photoshop, InDesign, XD, After Effects, and Premiere Pro)
- Experience with Linux and git
- Strong written and verbal communication skills