E BERLIN

Philadelphia, PA 19104

links

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education

Drexel University, Philadelphia PA
B.S. in Game Design & Production,
June 2024

skills

SOFTWARE
Adobe Suite, Google Suite,
Procreate, Maya, Unity, Twine, Unreal

PROGRAMMING LANGUAGES
Javascript, Python, HTML, CSS

PROFICIENCIES
Screenwriting, Playtesting,
UI Art & Implementation,
Audio Production, Cinematography
Graphic Design, 2D Animation

recognition

Drexel Founder's Scholarship
2019 - 2024

Westphal Portfolio Scholarship
2019 - 2024

Drexel Hillel Community Pillar Award
2020 & 2021

Scholastic Regional Gold Medal
Traditional Media, 2019

work experience

Bentley Systems, Philadelphia, Pennsylvania
Visual Designer
September 2021 - March 2022

- Designed corporate icons through a request queue
- Communicated with clients worldwide to manage their requests

Queer Student Union, Philadelphia, Pennsylvania
President & Graphic Designer
May 2020 - Present

- Illustrates weekly graphics advertising club events
- Organizes and hosts virtual weekly meetings
- Develops unique meeting themes
  to retain engagement for a virtual and in-person audience

Constitution High School, Philadelphia, Pennsylvania
Computer Science & Pre-Calculus Teaching Assistant
September 2020 - March 2021

- Taught teenagers Javascript and Pre-Calculus
  in a remote learning environment
- Tutored students one-on-one weekly through
  personal office hours

United Synagogue Youth, Texas, Oklahoma, & Louisiana
Vice President of Social Action & Tikkun Olam
Summer 2018 - Summer 2019

- Fundraised thousands of dollars for charity
  with original event planning

project history

Ricochet Ronin, Junior Workshop Game
UI Artist & Designer
Winter 2023

- Designed and implemented hand-animated UI

HoloGraphic, Junior Workshop Game
Game Designer, UI Artist & Designer
Fall 2022

- Created UI guide, including a mapped screen overview and
  font designs
- Designed card game system framework

That Toy Game, Narrative Game Design Project
Producer, Level Designer, UI Artist & Designer, 3D Artist, 2D Artist
Summer 2022

- Managed a team of six college students to develop a game
- Designed platforming levels for players to explore
- Storyboarded and animated cutscenes