

Isaac Mayernik

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EDUCATION

University of South Carolina | Columbia, SC
Bachelor of Science in Computer Science | GPA: 3.69/4.00

May 2025

TECHNICAL SKILLS

Languages: Java, C++, C#, Kotlin, Python, Haskell, MIPS, YACC, JavaScript, HTML/CSS, MySQL

Framework/Libraries: React Native, Jetpack Compose, Firebase

Tools: Android Studio, Unity, Unreal Engine, Blender, QtSpim, SceneBuilder, Logisim, PuTTY

Other: Pixel art, 3D/2D animation, Video editing, Word, PowerPoint, Excel, Figma

PROJECTS

Cocky's Way | *Capstone Project*

React Native, Firebase

- An Android app to navigate UofSC campus, find professor information, and create class schedules
- Implemented features like Google API integration for map and directions, route history saving, and a tutorial
- Collaborated with a team to ensure seamless functionality and user experience

Workout Log

Kotlin, Jetpack Compose

- An Android app to track workouts and give UI feedback on muscle group intensity

Forgotten

Unreal Engine 5

- A 3D Souls-like action game with dodge mechanics, enemy AI, and a boss fight
- Created all model and animation assets

Frogbound

Unity Engine, C#

- A 2D pixel-art Metroidvania with exploration, upgrades, and enemy combat
- Created all art and animation assets

EXPERIENCE

Simpsonville Elementary | *Simpsonville, SC*

Afterschool Caregiver

Oct 21 - May 22, Jan 23 – May 23

- Led aftercare classes, created activities, and communicated effectively with colleagues

Walmart | *Simpsonville, SC*

Online Personal Shopper

Oct 2020 - Sept 2021

- Prepared and delivered customer orders, maintaining high satisfaction and accuracy