

Ivan Berlin

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<https://github.com/MidnightandShadow>

I am a motivated third-year Computer Science student creating both software solutions and musical compositions with the goal of positively impacting others' life experiences. Implementing novel solutions is my passion, however, I fully understand the value of maintaining, documenting, and patching existing software in the pursuit of writing more understandable and error-free code.

Education

Northeastern University, Boston, MA September 2021 - Present
Khoury College of Computer Sciences Expected Graduation Date: May 2025

Candidate for Bachelor of Science in Computer Science and Cognitive Psychology

GPA: 3.975 / 4.0

Honors: Hispanic Scholarship Fund Recipient, Khoury College Dean's List, Dean's Scholarship Recipient

Coursework: Software Development, Object Oriented Design, Game Programming, Foundations of Data Science, Fundamentals of Computer Science I and II

Computer Knowledge

Languages: Proficient with Java, Python | Familiar with JavaScript, HTML, CSS, C#

Programs: Logic Pro X, Wwise, Unity, Atlassian Suite

Experience

Software Engineer Intern - Instawork - Boston, MA January - June 2023

- ❖ Learned new tech stack quickly through incremental sprint work and pair-programming
- ❖ Incorporated a large end-to-end feature with a design open to extension, simplifying an Ops pipeline
- ❖ Patched and iterated on code across several domains while maintaining relative simplicity
- ❖ Thoroughly documented and tested code and user-facing flows to ease others' understanding
- ❖ Communicated and collaborated with pod members from different organizational roles, especially QA
- ❖ Enabled staff to analyze requested data and search through it faster using Appsmith

Projects

Personal Password Manager August/September 2023

- ❖ Developed a serverless [personal password manager](#) using Python and a SQLite database
- ❖ Studied cryptography basics and implemented hashing and encryption using secure, modern libraries
- ❖ Crafted a GUI using standard and custom Tkinter components
- ❖ Managed my time between this independent project and starting a new university semester

Seaside Scramble - Game Jam August 2022

- ❖ Composed music and sound effects in Logic Pro X for [Seaside Scramble](#)
- ❖ Designed how musical elements would spontaneously interact with the game parameters in Wwise
- ❖ Implemented that design into Unity through the Wwise-Unity API and intermediary C# scripting
- ❖ Researched solutions online when trying to realize new features
- ❖ QA-tested the game and verified the final build's state with teammates

Volunteering

Feeding South Florida

- ❖ Managed and distributed food to local community members in need during Covid-19

Smithsonian Digital Volunteers: Transcription Center

- ❖ Transcribed 81 pages and reviewed 39 pages of cursive documents from the Freedmen's Bureau

Skills and Interests

Native English and Spanish speaker, [published musical artist](#), avid videogame enthusiast and participant in Northeastern Video Game Development Club, black belt in Mixed Martial Arts, and animated by cats.