

Bernie Marger

727-422-4360 | bern422@gmail.com | github.com/bern | linkedin.com/in/berniemarger | berniemarger.com

EDUCATION

University of Florida

Bachelor of Science in Computer Software Engineering

05/2016

TECHNICAL EXPERTISE

Competent in: **React, Typescript, Node, Golang, Java**

Familiar with: **Amazon Web Services (AWS), GraphQL, Google Cloud Platform (GCP), Java for Android, Python**

EXPERIENCE

Teachers Pay Teachers

Software Engineer II

01/2020 - 01/2022

- Developing a complete online assignment and editor system for Easel Activities
Technologies used: React, Typescript, GraphQL, Node, AWS (Lambda, SNS, SQS), Serverless, Jenkins
 - Acted as domain expert for the HTML canvas-based PDF editor system, sharing knowledge with team
 - Scoped feature requirements with Product and Design, built test and rollout plans, and owned architecture and implementation for core features

Twitch

Software Development Engineer II

02/2017 - 12/2019

- Built creator collaboration tools as part of the Creator Experience organization
Technologies used: React, Typescript, GraphQL, Apollo, Golang, AWS (RDS, SNS, SQS, EC2), Terraform
 - Built the front-end prototype for Twitch's first multi-player streaming feature
 - Owned core product features (permissions, video player overlays, rollout planning) from technical design to end-to-end implementation
 - Side project: Built a mobile version of the Events product to enable it on all supported platforms

Yik Yak

Platform Software Engineer

06/2016 – 12/2016

- Co-built the microservice to handle and direct all incoming write traffic from clients
Technologies used: Golang, GRPC, Protocol Buffers, Kubernetes, Google BigTable
 - Modeled available endpoints after a previous version of Yik Yak's API
 - Rerouted requests through layers of abstraction and wrote entries to BigTable
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PROJECTS

StartupBus 2018: [Storybook, Ink](#)

04/2018

Technologies used: React, Python, AWS (EC2, S3), Shopify

- Built a web app for customizing a storybook character and purchasing your book
- Set up a cloud service in python which generated and stored your personalized children's book

CalHacks 2016 Hack: [Kanashi](#)

11/2016

Technologies used: Golang, Android Java, Twilio API

- Implemented server-side logic to dissect intercepted packets and determine if they were malicious, wrote an Android app to drive "malicious traffic" within our network, hooked in the Twilio API for text alerts on detection
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PASSIONS

TwitchCon Hackathon '17, '18, '19

Founder and Director

Tech. Education and Literacy in Schools (TEALS)

AP Computer Science Principles Teaching Assistant

SwampHacks: UF's Major League Hackathon

Co-Founder and Director (*Previous*)

UF Association for Computing Machinery (ACM)

Chapter President (*Previous*)

AWARDS

Riot Games Hackathon 2018 Honorable Mention

StartupBus 2018 Grand Prize

CalHacks 2016 Grand Prize, Best Security Hack

MSFT Imagine Cup 2016 US Finalist, People's Choice

HackIllinois 2016 3rd Place Overall, Best MSFT Hack

Bloomberg CodeCon S15 4th Place / 162 participants

UHack 2015 Honorable Mention

Bloomberg CodeCon F14 2nd Place / 85 participants