

Hank Berger

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WORK EXPERIENCE

Epic Systems

January 2023 – Present

Software Developer | MyChart Bedside

Madison, WI

- **Led a new product from creation through deployment**, an Android-based digital whiteboard for inpatient hospital rooms. Currently deployed at 3 organizations, with the largest rollout planned for >13,000 rooms across 56 hospitals at AdventHealth.
- **Led development of patient-facing features for Epic's MyChart mobile app using Swift, Kotlin, React (TypeScript) and C#**, such as an interactive discharge tracker used by over 2 million users annually.
- **Collaborated with hospital IT teams, hardware vendors, and virtual care startups** to design smart-room features. Created APIs and integration standards for our TV and whiteboard applications, enabling virtual care delivery and provider data visualization tools to guide patient conversations.
- **Redesigned the MyChart Bedside tablet UI for hospitalized patients**, improving accessibility and usability across Android and iOS devices, based on direct user feedback from patients and clinical staff.
- **Led on-site user research sessions at hospitals** with patient and family groups and clinicians, validating designs and shaping the product roadmap.

Ameriprise Financial Services

May 2022 – December 2022

Technology Intern | Digital Platform Engineering

Minneapolis, MN

- **Developed reusable React components for public-facing websites** during platform migration, integrating with Bloomreach CMS.
- **Built and maintained CI/CD pipelines using Jenkins, Git, and AWS**, accelerating release velocity and improving reliability for multiple development teams.

University of Minnesota: Twin Cities

January 2021 – October 2021

Undergraduate Research Assistant | Digital Art, Science & Humanities Group

Minneapolis, MN

- **Collaborated with interdisciplinary research teams** to integrate digital tools into traditional humanities workflows, enhancing the impact and accessibility of their projects.
- **Developed Python scripts for data visualization and analysis**, supporting humanities research across multiple liberal arts disciplines.

EDUCATION

University of Minnesota: Twin Cities

December 2022

Bachelor of Science, Computer Science

Minneapolis, MN

- Cumulative GPA: 3.58
- Elected Vice-President of StudioU (2 consecutive years), a student-led media production group. Led the media pipeline and collaborated with clients on media projects.
- Active mentor in the College of Science and Engineering Mentor Program (2+ years), meeting bi-weekly with a Computer Science student.

SKILLS

Web Development (React, TypeScript, C#, CSS), Mobile Development (Kotlin, Swift), Digital Media + Design (Animation, UI/UX, Accessibility), Database Design (SQL, Postgres, MUMPS)