



Caila Robson-Kullman

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Experience

Collection History and Web Project Lead / Snelgrove Gallery

November 2021 - Present, Saskatoon, SK

Developing online content with Cascade, updating the database and social media for the Snelgrove Gallery and partner galleries, and re-vamping of the USask Art Galleries and Collection website.

Programming Assistant / PAVED Arts

May - August 2021, Saskatoon, SK

Online maintenance, including updating the website with WordPress, and digital archiving. Organizing the summer youth program advertisement, facilitators support, and social media posts. Coordinating artist contracts, getting quotes for services, and researching equipment.

Development Team / Shared Spaces

September 2019 - June 2020, Saskatoon, SK

Developing solutions for the digital enhancement of art experiences for SK residents as part of a team. Researching project areas, meeting with community members to gain insight, analyzing data, prototyping, troubleshooting and presenting ideas at a conference. The final product was an Augmented Reality app.

Academic Projects

E.X.O. / Game Design Workshop

Building a game that combined combat and farming mechanics. Produced using C# with a team of ten. As Test Lead: playability testing, recommending bug fixes, adjusting balance issues, and interpreting Unity Analytics data. Lead meetings, game design, coding (day/night cycle, lighting 3D/2D, UI elements), creating documentation and final presentation.

I Wet My Plants / Intermediate Software Engineering

Coding an online application that organizes plant care needs for individuals or companies. Produced by a team of five using Python, HTML, CSS, JavaScript and SQL. Contributing to design, personas, user stories, storyboards, UML diagram, activity/sequence diagram, database schema, acceptance testing, CSS, HTML and demo video.

Space Pirates / Game Mechanics

Creation of a dungeon-crawler game that involves path-planning AI, infinite procedural content generation and scalable difficulty. Produced using C# with a team of six. Contributing to overall design, sound, testing, and in-game rewards.

Education

University of Saskatchewan -
BA&Sc. in Interactive Systems
Design

Minors in Digital Culture and
New Media, Psychology, and
Studio Art

Design Tools

WordPress, Cascade, Confluence/Jira, Figma, Whimsical, Maze, Adobe Creative Suite, Cinema 4D

Design Skills

Prototyping, wireframing, journey mapping, personas, user research, information architecture, usability testing, heuristic evaluation

Languages

Java, Python, C, C#, HTML, CSS, Javascript

Development Tools

JetBrains Suite, Visual Studio Code, GitHub, GitLab, Unity

Development Skills

Unit testing, problem solving, GUI design, algorithm time and space requirements, data analysis, Agile and Waterfall processes, event-based behaviour, UNIX/Linux commands, BASH shell scripts