Carlota Vazquez Gonzalez

Carlota.vazquez_gonzalez@kcl.ac.uk • carly.vagon@gmail.com • linkedin.com/in/carlota-vazquez-gonzalez-138514193 • She / Her

---

Education

MSci in Computer Science at King's College London, London, UK   *Sept '18 June '22*

- 4th year Courses: Security Management and Engineering, Simulation and data visualisation, Data mining
- Current average grade 68.7%

A-levels, The British School of Barcelona, Barcelona, Spain   *June '18*

- Math (A), Physics (B), Chemistry (B), Spanish Literature (A)

Research / Project Experience

Undergraduate Project 4th Year   *Sept '21 June '22*

- Human-Computer Interaction research project about parenting.
- Developing a prototype and undergoing user studies.

Graduate Teacher Assistant, KCL   *Sept '21 Dec '21*

- Teach Human-Computer Interaction to third year students online and in person.
- Create classes with Padlet and Gather town.

Research Assistant, King's Talent bank   *Aug '21 Aug '21*

- Helped William Seymour, a PhD student, code over 400 lines of answers.
- In 20 working hours I learned to use NVivo, completed extra codes and received positive feedback.

Internship Insight Programme, KCL Careers   *April '21 April '21*

- Lead a team of 5 other King's students and manage the creation of an outstanding report.
- Researched strategies on how our client could expand their market.

HCI – Digital Distractions group project, Grade: 79%   *Sept '20 Jan '21*

- Gathered and analysed data to learn how university students struggle with digital distractions.
- Created, arranged and managed both Miro Board and Report.
- Co-lead a male-dominated team of 5 by assigning both tasks and personal deadlines.

Undergraduate Project – 3D model of the moon with leap motion interaction, Grade:78%   *Sept '20 June '21*

- Improved upon an out-of-date project of the moon.
- Drafted and applied new features to the website.
- Incorporated a touchless interaction with a leap motion controller.

Robotics Group Project, LEJOS robot   *Sept '19 April '20*

First project: Line following obstacle avoidance – Grade: 98%.
Second project: Navigation Challenge using SLAM – Grade: 72%.

- Developed the Hardware design of the robot from scratch.
- Organised all the teams' work through Gantt charts and managed our meetings.
- Tested the robot's performance in each phase of the project.

Hackathon HackKing's 6.0, American Express – Community Tools   *Nov '19*

Our team received an honourable mention as a close runner-up for the price.

- Pitched the main idea of our project and designed the low fidelity prototype.
- Learned and coded with new languages like React, Gatsby and JavaScript.

Technical and Professional Skills

Programming: NVivo, Java, Python, C++, C, HTML, CSS, JavaScript, Scala, Lejos EV3 programming, MySQL, Adobe XD, Figma.

Certifications: Google UX design course by Coursera, Professional Skills for a Globalised World, miscellaneous LinkedIn courses and Udemy Procreate essentials.

Languages: English (Bilingual Proficiency), Spanish (Native Language), Catalan (Professional work proficiency), French (Elementary proficiency).

Voluntary Work

Treasurer at Woman in Computer Science Society– King's College London   *April '21- Sept'22*

- In charge of financial team and manage the financial officers. I oversee all the society's funds and make decisions on spending. In the future I will run drives for funding too.

Annual Planting Trees and Cleaning the Beach – Axa Insurance   *Jan '17 Jan '18*

- Planted about 20+ plants and cleaned the beach improving the contamination problem on the outskirts of Barcelona.

Language Assistance Program- Non-Profit Organization   *Sept '16 – May '17*

- During my A-levels, I gave art classes in English to primary students at a Spanish public school. Learning to cope with difficult students and bring their concentration back to their work.