

Cayla Marie Vinzons

I am a visual thinker who takes inspiration from ideas that challenge the current state of our media-driven world, and I am proud to call New York my home.



cayla@gatech.edu



cayla.me/work



on request



Atlanta, GA & New York, NY

EDUCATION

Georgia Institute of Technology

B.S. Computer Science
Concentrations in People and Media
Graduating December 2018
3.37 / 4.00

SKILLS + INTERESTS

Programming

Java Python HTML CSS JavaScript PHP SQL

Technologies

Git Processing Sketch JIRA LaTeX

Interests

Industrial & Urban Design Music Conservationalism

EXPERIENCE

Ecological Urban Lab at Georgia Tech

January - May 2017 & 2018

Undergraduate Researcher

- Designed a transportation-focused Internet of Things integration for one of the Olympic sites in Tsukuba, Japan in collaboration with the University of Tokyo and a government planning agency. The 2018 design will work with the urban renovation of the Sumida Ward in Tokyo

Droga5

June 2016 - August 2016

Interactive Technology Intern

- Created a client - facing web database showcasing the Production team's banner portfolio using HTML, CSS, JS, GreenSock Animation Platform, PHP, and SQL
- QA tested the company intranet, reporting and managing bugs in JIRA
- Researched and presented upcoming trends in messaging and social chatbots with a focus on client possibilities

Google

July 2015 - August 2015

Computer Science Summer Institute Student

- Collaborated on a team to design and implement an MVC web application on Google App Engine, using Python Datastore and Jinja with the Evenbrite API

PROJECTS

Amazing Me

August - December 2017

- Designer for a child development tracking app through interactive games

Oasis

January - May 2017

- UX & UI Designer, and Front End Developer for an Android water source-tracking App

The Confabulator

November 2016 - December 2016

- Created a story-telling agent to turn memories into different narrative contexts using RiTa, Processing, ConceptNet5, and CMUSphinx
- Part of a series of artistic visions, experience designs, and prototypes of art installations with the theme "Technology x Joy"

KittyWars

February 2016

- Designer, animator, and front end developer for a turned based iOS game using Sketch and SpriteBuilder