

Cayla Marie Vinzons



I am a visual thinker whose interests lie in applying computing to 3D space. I love ideas that challenge the status quo and am a proud New Yorker.

EDUCATION

Georgia Institute of Technology

August 2015 - present

B.S. Computer Science, concentrations in People and Media
Industrial Design Minor
Graduating May 2019
3.31 / 4.00



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on request



caylavinzons.github.io



Atlanta, GA | New York, NY

EXPERIENCE

Eco Urban Lab, Georgia Tech

January 2017 - present

Undergraduate Researcher

- Designing an Internet of Things integration into an Urban Design plan for one of the 2020 Olympic sites in Tokyo in collaboration with the University of Tokyo and Misono's Urban Design Center, a government planning agency
- Advised by Ellen Yi-Luen Do

Droga5

June 2016 - August 2016

Interactive Technology Intern

New York, NY

- Created a client-facing web database showcasing the Production team's banner portfolio using HTML, CSS, Js, GreenSock Animation Platform, PHP, and MySQL
- QA Tested the company Intranet, reporting and managing bugs in JIRA
- Researched upcoming trends in messaging and social chatbots, and presented client ideas to the agency

Google

July 2015 - August 2015

Computer Science Summer Institute Student

New York, NY

- Collaborated on a team to design and implement an MVC web application on Google App Engine, adding features which allowed users to create fitness events in the NYC area stored with Python Datastore, and templated user created events and information parsed from the Eventbrite API with Jinja
- Learned technical and professional skills from Google engineers and employees

SummerTech Computer camp

June - August 2014 & 2015

Web Instructor

Purchase, NY

- Taught HTML, CSS, and JavaScript web development to students ages 7 - 18
- Refined curriculum each year based on professional experiences and feedback from students

Programming

Java	HTML
CSS	Javascript
Python	Sass
PHP	MySQL

Technologies

Sketch	Git
Jira	LaTeX
Processing	

Completed Courses

Object Oriented Programming
Data Structures & Algorithms
Discrete Math
Media Devices & Architecture

Current Courses

Objects & Design
User Interface Design

Fun Things!

Graphic Design
Dance
Piano
Ukulele

PROJECTS

The Confabulator with Adaptive Media Lab Studio

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 well thought artistic visions, experience designs, and prototypes of art installations with the theme "Technology x Joy"

KittyWars at MHacks

February 2016

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