

# Emily Vaiz

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## EDUCATION

### University of Pittsburgh

Pittsburgh, PA

#### Dietrich School of Arts and Sciences

GPA: 3.5/4.0

Digital Narrative and Interactive Design, Computer Science,  
American Sign Language Certificate

2020-2024

**Relevant Coursework:** Computer Organization, Discrete Structure, Linear Algebra, Calculus 1, Human-Computer Interactions, Data Structures and Algorithms, Programming with Java, Digital Narrative and Interactive Design, Narrative and Technology, Game Studies, Usability Testing in Technical Writing, New Media technologies, Composing digital media

**Languages:** Java, Python, Javascript, C#, C++/C, Assembly

**Applications:** Unity, GitHub, Figma, PhotoShop, Adobe Illustrator, Canva, WordPress

**Front-End:** HTML/CSS, React

**Back-end:** AWS, Rest API

## WORK EXPERIENCE

### AGNÈS FILMS

Pittsburgh, PA

#### *Full-stack Developer & Web Designer*

Feb 2023 - Present

- Maintains functionality, security, and user experience of 4 academic websites through HTML, CSS, and JavaScript - integrating backend using PHP.
- Collaborate throughout the design process utilizing industry UI/UX practices to create lo fi & hi fi wireframes for development.
- Integrate multimedia elements into the website design, enhancing the user experience and increasing overall site traffic by 15%.

## PROJECT EXPERIENCE

### Mushroom Cat: the Takedown

Unity 2D, C#

10/2023 - 12/2023

- Developed 2D pixel platformer through Unity, utilizing C# to create a web-based version playable on PC and mobile devices.
- Led the game design process and incorporated usability testing at each stage by creating storyboards, prototypes, and mockups.
- Collaborated with art/sound teams to integrate assets and audio, increasing website engagement by 50% within 2 days of launch.

### Hansel and Gretel Arduino Interaction

Arduino, C++

09/2023 - 10/2023

- Utilized Arduino UNO to integrate interactive elements, allowing users to make decisions that influenced the progression of the story.
- Designed and implemented sensory feedback mechanisms, enhancing user engagement through a multi-sensory experience.
- Conducted iterative user testing with over 50 students to achieve a rating of 4.8/5.0 on ease of use and accessibility

### Design Decolonization - Interactive Module

HTML, CSS, JS

08/2023 - 12/2023

- Developed an interactive website utilizing javascript event listeners to implement animations/ interactivity for educational purposes.
- Conducted user testing and gathered feedback to refine the user interface, content flow, and overall usability.

### Data Visualization - a climate change analysis

Python, Seaborn

08/2023 - 12/2023

- Employed Python and Seaborn for comprehensive data visualization of kaggle datasets and analyzed climate change impacts on maple syrup production in North America.

### Automatic Completion System

Java

08/2023 - 12/2023

- Designed and implemented an Autocomplete program in Java, leveraging DLB trie concepts for optimal efficiency.
- Employed Big O notation to enhance the overall performance of the program.

## LEADERSHIP EXPERIENCE

### ASI Club

Pittsburgh, PA

#### *Public Relations Chair & Teaching assistant*

08/2023 - Present

### Welcomed By Design Podcast

Pittsburgh, PA

#### *Producer & Host*

08/2023 - Present