kamile.kaydee@gmail.com

github: kaydeearts

Kamile Demir
Computer Science | Digital Media

portfolio: kaydeearts.github.io

in kamiledemirkaydeearts

Education

Stony Brook University
Computer Science Bachelors, Minor Digital Arts

Second Year Student | **Intended grad:** December 2020
Senior standing in credits | **GPA:** 2.93

Relevant Coursework: Intro to Multimedia Systems; Intro to Cinema & Cultural Studies; System Fundamentals I; Intro to Theory of Computation; Principles of Database Systems; Computer Science III; Foundations of Computer Science; Data Structures; Introduction to Visualization; Introduction to Digital Art

Honors: Presidential Scholarship; CEAS Dean's List

Bard High School Early College Queens
A.A Degree

Graduated: June 2017
GPA: 3.75

Relevant Coursework: Directing; Theater Practicum; Intermediate Chinese IV; Creative Writing II; Seminar IV;

Skills

Technical: Java (advanced); Python (intermediate) & Python scripting for Maya; JavaScript (advanced): jQuery, D3.JS, A-Frame, three.js; Processing (intermediate) Web Dev (advanced) : HTML, CSS, JS; MIPS Assembly (advanced); Git/Version Control; SQL (beginner), React (beginner)

Digital Media: 3D Modeling (intermediate): Maya; Graphic Design (advanced): Adobe Illustrator, Photoshop, InDesign, XD; Film & Editing (intermediate): Adobe Premiere Pro, AfterEffects, Filming

Technical Experience

Developer | Cognitive Solutions | Remote　　　　　　　　　　　　　　　　March 2018 - Present
- Developed innovative human resources skill-identifying product by combining HTML, CSS, JS, IBM Watson Speech-To-Text and personality Insights APIs and currently revamping user interface through REACT
- Created structure & gameplan for development project as one of only two developers in team

Student VR Developer | Stony Brook University TLL | Stony Brook, NY　　　　Feb 2018 - May 2018
- Monitor, managed & tested code, troubleshooted VR performance, updated documentation for educational VR games using A-Frame (VR JavaScript framework), jQuery, three.js & HTC Vive Headsets

Design Experience

Designer | College of Engineering and Applied Science | Stony Brook, NY　　Oct 2018 - Present
- Edited Dean's annual end-of year video with Adobe Premiere Pro to be sent to several faculty, students and deans
- Designed department layouts & postcards with Adobe Illustrator and Adobe InDesign for official use
- Photographed for several professional events, proposed ideas for ribbon cutting ceremonies and university displays

Graphic Design Intern | Florence University of the Arts | Florence, Italy　　Jan 2019 - Jan 2019
- Designed graphic asset system proposal for annual university conference and for university textbook cover with Illustrator, InDesign, & extensive research on Italian history; Photographed scenic views of Italy for FUA's social media

Leadership Experience

Co-Head Organizer & Head Graphic Designer | SBUHacks 2018　　　　May 2018 - October 2018
- Organized 24-hours of technical talks & activities, managed $40K budget, communicated with 12 company sponsors, brought 350+ students competing for 9 challenge categories to create Stony Brook University's first ever hackathon
- Designed all graphic design assets (logos, venue items, etc) & handled all social media & marketing
- Presented hackathon to Dean's council, hackathon praised to be 'highly successful & influential' by Dean & council

Secretary | Stony Brook Computing Society　　　　　　　　　　　　May 2018 - December 2018
- Wrote weekly newsletters to 1K+ subscribers, handled emails, organized meeting documents, organized tech events, communicated with students company representatives, and administrators

Projects

SoliloQuack　　　　　　　　**Winner,** Most Original Hack, Hack@CEWIT 2018 (150+ participants)
- Developed web app that helps busy actors rehearse on their own through the use of speech-to-text APIs
- Responsible for user-interface, algorithm & logo design

Mythonancial　　　　　**Winner,** Best Financial Hack 2nd Place, Technica 2018 (900+ participants)
- Developed greek mythology story-based game teaching college students about financial investments
- Developed game with JavaScript & jQuery; Designed game world and character assets with Adobe Illustrator

More

- Directed one-act play, managed set, costume, lighting design (2017) • Created painting for Broadway's Dear Evan Hansen
- 8 years acting, backstage, theater & musical experience • Native Turkish • Intermediate Conversational Mandarin (4+ yrs)