Kaitlynn Tamia Gray

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Sparkathon 2023 Participant (design thinking competition), ColorStack Member

EDUCATION

Major: B.S., Computer Science **Concentration:** Art
Harvey Mudd College, Claremont, CA, *May 2025*

STUDY ABROAD

University of New South Wales, Sydney, New South Wales, Australia *January 2024 - May 2024*

RELEVANT COURSEWORK

Completed: Computational Design Tools, Computer Graphics, Human-Centered Design, Algorithm Design and Analysis, Data Structures / Programming Development, Computer-Aided Design Theatre, Introduction to 2D Design
Supplemental Courses Completed: Learn React Course - Codecademy

SKILLS

Programming: Python, JavaScript, C++, C, Java, TypeScript, React, HTML5, CSS3, SCSS, Bootstrap, Git, Tailwind CSS
Software: Canva, Figma, Adobe InDesign, Adobe Illustrator, Adobe Photoshop, Webflow, Nuke by Foundry (VFX editing), OpenSCAD (3D Modeler), VectorWorks (3D Design Software), SaturateApp (Qualitative Analysis Tool)
Creative: Illustration, Graphic Design, UI Design, Human-Centered Design, Sketching, 3D Printing

RESEARCH

Frontend Developer - CS Entrepreneurship Research, Harvey Mudd College, Claremont CA *May 2022 - July 2022*

- Collaboratively developed a web application titled Gradescope Calendar to improve Harvey Mudd students' abilities to use Gradescope to track assignments with a team of 2 undergraduate researchers
- Programmed web page using **React, JavaScript, CSS3, and Bootstrap** to organize assignment data by date and allow users to highlight assignments by class, cross out completed assignments, and display time remaining to submit
- Conceptualized and designed the UI for the weekly assignments page and monthly calendar page

Human-Computer Interaction Researcher - CACTI Lab, Harvey Mudd College, Claremont, CA *May 2024 - July 2024*

- Exercised **eye for design** by designing a primary and secondary logo in **Canva** for lab materials and memorabilia, including identifying lab-specific typography for lab-based designs; presented the design reasoning behind the logo
- Improved communication and teamwork skills by collaboratively analyzing exploratory findings using qualitative coding and thematic analysis in a team of 3 undergraduate students and a faculty advisor

PROJECTS AND EXPERIENCE

Web Developer and UI Designer - Portfolio Website (link), Personal Project *Dec 2024 - present*

- Dedicated 40+ hours to developing my portfolio website using **GitHub Pages, Quarto, SCSS, and Markdown**
- Programmed a **responsive website** using grids, flexboxes, and media queries
- Iterated on the website design and contents based on feedback from 4 people in academia and the industry

UI Developer - Webflow Clinic Project, Harvey Mudd College Clinic Program *Aug 2024 - May 2025*

- Collaborated with 5 computer science students to develop a Chrome and Webflow extension built using **React**
- Designed and wireframed our product's UI in **Figma** using a team-created technical specifications document to ensure we met the intended needs of users; programmed our UI using **CSS3, TypeScript, and Tailwind CSS**
- Strengthened oral and written communication skills by contributing to 2 written capstone reports for liaisons and 3 presentations about our project to the Harvey Mudd community

Web Application Developer - MUSE Project (link), Computational Design Tools Class *Oct 2024 - Dec 2024*

- Collaboratively **programmed creative web application** that improves users' conceptualization of sound by applying sound editing and mixing to color using **HTML5, CSS3, and JavaScript** with team of 3 students
- Conducted 1 needfinding interview, designed a **Figma** wireframe of the "Saved Colors" page, **prototyped low- and high-fidelity versions** of MUSE, contributed to designing user flows, and compiled our final design documentation

Computer Graphics Programmer (link), Computer Graphics Class *Nov 2023 - Dec 2023*

- Remixed a pre-made Pygame cloth simulator to add double-sided colors and images using linear algebra, add particle-like effects, and update the physics of the cloth in Python with a team of 2 computer graphics students
- Further exemplified a **creative use of code** through creating and programming 2D "spheres" on the cloth