

Aila Batista

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CONTACT

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EDUCATION

Games, Interactive Media, and Mobile Major
Computer Science Minor
Pursuing Bachelor's degree
Graduating Spring 2027

August 2023 - Present
Boise State University

PROJECTS

Individual Game

Sep 2023 - Nov 2023

- Created 2D assets and used tile mapping in Unity to create a platformer
- Created 2D animations for player and enemy movement
- Used C# to write player movement and health scripts
- Used C# and Unity components to create enemy movement within a range
- Utilized prefabs in Unity to create multiple enemies and collectibles

Interactive Comic

Mar 2024 - Apr 2023

- Developed narrative for comic and 3D walking simulator
- Created art for comic panels
- Took on leadership position for art and story direction
- Used Adobe XD to plan story panels

Mobile Data Narrative

Oct 2024 - Dec 2023

- Used HTML, CSS, and JavaScript to design multiple web pages
- Utilized bootstrap grids to ensure the webpages were responsive
- Used D3 and React to create data visualizations to be displayed
- Collected data to answer research question

PROFESSIONAL EXPERIENCE

Café Renaissance

Nov 2022 - May 2023

Chef · Server · Dishwasher · Cashier

- Efficiently completed tasks in kitchen and dining area to serve a high volume of customers
- Worked in a team-based environment to ensure kitchen operations proceeded smoothly and serve customers in a timely manner

Roaring Springs Water Park

June 2022 - July 2022

Lifeguard

- Carefully observed the visitors of the park in a chaotic, high stress environment to enforce the park rules and ensure their safety in the water attractions