

RELEVANT WORK EXPERIENCE

UI/UX Design Volunteer - Pearl Media July 2025-Present | **Figma, Next.js, TypeScript, Tailwind**

Created visually appealing interactive figma prototypes for a web comics web app, aiding the implementation

Software Developer - Aberdeen Software Factory - July 2025-Present | **Figma, Next.js, TypeScript, Docker**

Outlined client requirements, created wireframes, and implemented frontend for a circular credit reward based educational web based platform that connects university students with local businesses.

Computer Science Class Representative Year 2 - University of Aberdeen 2023-2024

Gathered feedback from students, attended meetings, & liaising with lecturers during busy periods

Programming Demonstrator - University of Aberdeen Oct 2023-Dec 2023 | **Python**

Led weekly practicals for students taking python, where I monitored students' progress and answered questions throughout the session, fixing technical issues on the spot

Nightshift Supermarket Assistant - Waitrose & Partners Summer 2023

Coordinated with coworkers to sort through and maneuver large cages of mixed stock around the store and warehouse, handled special equipment and machines to safely discard waste.

PROJECTS & ACHIEVEMENTS

Aberdeen University Hackathon 2025 1st place - April 2025 | **Python, Django, JavaScript, CSS**

My group won first place overall at the University of Aberdeen 2025 Hackathon because of our innovative design and technical execution. We created an assignment tracker website which aims to encourage students to complete their university tutorials through leaderboards, badges, and built in communication tools to get direct help from teachers, fellow colleagues, and an AI chatbot. <https://github.com/caitlinthaeler/team-3.git>

SAR 2.0 - Oct 2024-May 2025 | **PHP, Python, Vue.js, Laravel, Agile, Scrum, API**

Finalist at Inform Prize Event for best implementation of a UNESCO-recognised Search Aberdeen Registers corpus app. Led a full infrastructure refactor boosting team progress, improving data security and code readability. Cut backend logic costs from £100s/month to £0/month for client by implementing custom search algorithms. Awarded 10% extra marks by peers for significant contribution. <https://sar2.andreasmaita.com>

Stirred From Stone - March 2025 | **Unity, C#, Aseprite**

Programmed core gameplay for a 3D thriller story driven game based on a real cathedral in Aberdeen and inspired by Scottish folklore. Players must explore the cathedral, graveyard, and crypt to complete unique events while being haunted by a restless ghost. <https://github.com/caitlinthaeler/RCR-game-jam-2025.git>

Personal Website - Jan 2025 | **C#, .NET, Vue.js, API, MongoDB, Tailwind**

Built a full stack Vue.js SPA website with a C# .NET Core Web API back end that fetches data from MongoDB and various GitHub repos. My website: caitlinthaeler.com

Kessler Syndrome - Oct 4-5, 2024 | **Unity, C#, Visual Studio**

Coded a dystopian space game in Unity for the NASA hackathon demonstrating the harmful impacts of space junk in Earth's atmosphere. Generated clusters of various sized objects, successfully avoiding spawn collisions through rigorous testing. <https://github.com/caitlinthaeler/nyskooo.git>

Rogue Cat Game 2020-2021 | **Unity, C#, Visual Studio, Aseprite**

Developed a 2D RPG Warriors inspired procedurally generated game in Unity with Visual Studio with animated custom spritesheets. Programmed character interactions and behaviors, a rewarding leveling system, inventory, and crafting. <https://caitlinthaeler.com/projects/67936e6cfd00290dbff739d8>

EDUCATION

University of Aberdeen - Bsc Computing Science 2022-Present Predicted 1:1

Portsmouth High School - A-levels 2020-2022

Computer Science (A), Mathematics (B), Physics (C), EPQ - Rogue Cat (A*)

IT AND TECHNICAL SKILLS

Python, C#, Java, Lua, JavaScript, HTML, CSS, Bootstrap, UML, Unity, Visual Studio, Visual Studio Code, Defold, MacOS, Aseprite, React, Ruby, SQL, Flutter, Dart, C, Laravel, PHP, .NET apps, Vue.js, Tailwind, MongoDB, GitHub, AppScript, Scrum, REST API, Django, TypeScript, Figma, Next.js

HOBBIES

Games Development, Web Development, Pixel Art, Sudoku