

# Caitlin Coyiuto

coyiutoc.com  
linkedin.com/in/coyiutoc  
coyiutoc@gmail.com  
(412) 977-3513

## EXPERIENCE

### CubeRover | Front-End Developer

PITTSBURGH, PA, USA | SEP 2019 - PRESENT

- Involved in a space rover project that has an expected launch date of 2021, and has a \$79.5 million NASA funding.
- Assisting in developing the main map UI components for the rover's ground interface using D3.js and Vuex.

### Visual Cognition Lab | Front-End Developer

VANCOUVER, BC, CANADA | MAY 2018 - JUL 2019

- Lead conversion and redesign of the existing Java codebase to utilize modern web frameworks such as Node.js, D3.js and JsPsych.
- Implemented visualization experiments currently being run on participants today.

### Multimodal UX VR Lab | Research Assistant/Developer

VANCOUVER, BC, CANADA | SEP 2018 - APR 2019

- Second author in CSCW 2019 publication investigating asynchronous VR collaboration.
- Implemented new design solutions using Unity, C# and the HTC Vive.
- Performed usability studies and thematic content analyses.

### SAP | Jam Extensions & Platform Developer Intern

VANCOUVER, BC, CANADA | SEP 2017 - APR 2018

- Supported the introduction of bot workflow into Jam Messages by implementing OData API entities and endpoints using Ruby on Rails.
- Developed new webhooks for Jam-specific events and Jam Messages chat bots with integration to JIRA and the SAP LMS system.

## EDUCATION

### Carnegie Mellon University,

School of Computer Science,  
Master of Human-Computer Interaction  
AUG 2020

### University of British Columbia,

B.CS in Computer Science  
MAY 2019 | GPA 3.80/4.00, DEAN'S LIST

### Wellesley College,

B.A in Neuroscience, Minor in Music  
MAY 2016 | GPA 3.61/4.00, CUM LAUDE

## SKILLS

### Libraries/Frameworks

Node.js	Vue	JQuery
D3.js	React	

### Languages

Javascript	HTML/SCSS	PHP
Java	C/C#/C++	SQL
Ruby	Python	R

### Tools/Environment

Git	Unity	Unix
Rails	MATLAB	

### Design

Photoshop	InVision
Indesign	Figma