

Caitlin Coyiuto

UX/UI Engineer

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

EDUCATION

Carnegie Mellon University, School of Computer Science

Master of Human-Computer Interaction
Aug 2020 / Pittsburgh, USA

University of British Columbia (UBC)

B.CS in Integrated Computer Science, GPA 3.80/4.00
May 2019 / Vancouver, Canada

Wellesley College

B.A in Neuroscience, Minor in Music, GPA 3.61/4.00
May 2016 / Wellesley, USA

EXPERIENCE

Visual Cognition Lab / Front-End Developer

May 2018 - Jul 2019 / UBC, Vancouver, Canada

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

Multimodal UX VR Lab / Research Assistant

Sep 2018 - Apr 2019 / UBC, Vancouver, Canada

- Second author in publication investigating asynchronous collaboration in VR; accepted into ACM CSCW 2019.
- Derived design solutions and implemented them using Unity and C# with the HTC Vive.
- Performed usability studies and content analyses.

SAP / Jam Extensions and Platform Developer Intern

Sep 2017 - Apr 2018 / Vancouver, Canada

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

Affective Dysregulation Lab / Research Assistant

May 2014 - May 2016 / Wellesley College, Wellesley, USA

- Tested participants using behavioral and neurophysiological (electroencephalography [EEG]) measures.
- Compiled and organized behavioral and EEG data.
- Assisted in developing protocols for EEG data processing.

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

PROJECTS

CubeRover

Sep 2019 - Present

- Assisting in developing the main map UI component for the ground interface of the space rover using Vue and D3.
- CubeRover is expected to launch to the moon in 2021.

Faculty Data Visualization

Jun 2019 - Jul 2019

- Developed a python web crawler that extracted UBC faculty information.
- Implemented data visualizations in D3.js to display faculty remuneration by gender, department and position.

AWARDS

Student Library Award for Independent Study

Spring 2016 / Wellesley College

Inducted into Sigma Xi as Associate Member

Spring 2016 / Wellesley College

Science Center Summer Research Award

Summer 2015 / Wellesley College