

caitlin coyiuto

major in computer science, 4th year
personal portfolio: coyiutoc.github.io

personal projects

SAP Jam Extensions and Platform Developer Intern *Sept 2017-April 2018*

- Assisted in the implementation of the Card feature to Jam Messages using Ruby on Rails. Utilized OData framework for constructing API endpoints.
- Developed a bot using Coffeescript that utilizes Cards to provide JIRA integration in Jam Messages. Bot was used as a demo to clients and was showcased in SAP's yearly internal convention, DKOM.

Personal Portfolio *April 2017*

- Learned CSS, HTML, Bootstrap, and JQuery to create personal website meant to showcase projects.

Rollerball *March 2017*

- Took initiative to explore game development technologies by learning C# and Unity.
- Created a maze-traversal game where player collects floating cubes while avoiding collisions with enemies.

Concentration Game *Dec 2016-Jan 2017*

- Designed and implemented a concentration task where player's objective is to avoid contact with moving shapes and boundary of the Java GUI.
- Utilized Swing for GUI elements and implemented mouse tracking with Robot and MouseInfo APIs.
- Deployed applet using Java Web Start through Tomcat.

academic technical projects

Software Construction *Fall 2016*

- Completed Java implementation of an Android application designed to plot nearest Translink bus stops/route locations. Additionally displays bus arrival times by parsing JSON data.
- Used JUnit for testing.

Data Structures *Spring 2016*

- Designed *PixelPlayer* game, a Java GUI that plays music depending on what the user chooses to draw on the grid interface.
- Involved in back-end development such as sound production and interfacing with the GUI.

Computational Neuroscience *Spring 2016*

- Modelled the effects of neurogenesis on interference and pattern separation for proximal similar events using MATLAB.
- Utilized a simplification of a deep-learning algorithm, the Restricted Boltzmann Machine (RBM), to artificially simulate memory performance of the RBM model at different rates of neurogenesis.

skills

Programming: Ruby on Rails • Coffeescript • Java • C/C++ • C# • HTML • CSS • Bootstrap • JQuery • Javascript • Mocha • Assembly • SQL

Tools/Environment: OData • MATLAB • UNIX • IntelliJ • XCode • Atom • Unity • Tomcat • Java Web Start • DrJava

Statistics: SPSS

Design: Adobe Photoshop • Adobe Indesign

Music Production: MaxMSP • Ableton Live • Sibelius • Amadeus Pro • Audacity

Video Production: Adobe Premiere Pro

education

* **B.CS in Computer Science** *2016-2019*
University of British Columbia
BC, Canada

* **B.A in Neuroscience,** *2012-2016*
Minor in Music
Wellesley College, MA, USA
3.61/4.00 GPA, *Cum Laude*

awards & recognitions

* **Wellesley College Student Library Award for Independent Study** *Spring 2016*

* **Inducted into Sigma Xi (International Honor Society for Scientific Research) as Associate Member** *Spring 2016*

* **Wellesley College Science Center Summer Research Award** *Summer 2015*

research experience

* **Research Assistant** *2014-2016*
Mechanisms of Affect & Dysregulation Lab
Wellesley College

- Tested participants using behavioral and neurophysiological (electroencephalography [EEG]) measures.

- Helped develop EEG protocol for data analysis, and produced paper from study findings.