caitlin coyiuto

work experience

Directed Study – Code Conversion Project

May 2018 - Present

UBC Visual Cognition Lab

- Leading conversion of lab's Java codebase to utilize web technologies such as Node.js, D3.js and JsPsych.
- Implemented functional POCs for foundational JND (Just Noticeable Difference) and Stevens experiments.

SAP Jam Extensions and Platform Developer Intern

Sept 2017-April 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.
- Created Jam Messages chat bots designed to provide integration with JIRA and the SAP Learning Management System.

personal 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

Relational Databases

May 2018-June 2018

- Implemented a calendar web application that allows users to view, add and update calendar items of differing types.
- Wrote MySQL queries for the backend, and implemented all Calendar-related pages for retrieving/organizing items using PHP, Javascript and HTML.

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.

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

skills

Programming: Ruby ● Javascript ● Java ● C/C++ ● C# ● HTML ● CSS ● D3.js ● JsPsych ● Coffeescript ● Bootstrap ● JQuery ● Mocha ● MySQL

Tools/Environment: Node.js • OData • Rails • MATLAB • Unix • Unity • Tomcat • Java Web

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

2012-2016

University of British Columbia BC, Canada

* B.A in Neuroscience,
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.