Katherina Dayaon

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EDUCATION

University of Central Florida, Burnett Honors College　　Orlando, FL
Bachelor of Science in Computer Science　　*Aug. 2024 – May 2028*

EXPERIENCE

Design Director　　Jan 2025 – Present
KnightHacks　　*Orlando, FL*
- Formulated ideas for the team, designing logos, mascots, and a club shirt to be shown to 4000+ members.
- Organized a team of 12 people using Notion and delegated various project tasks involving hackathon needs.
- Oversaw and edited graphics and designs, providing feedback based off outreach and executive board needs.
- Facilitated communications between teams, ensuring design goals aligned with the overarching priorities of KnightHacks.

Design Team　　Nov 2024 - Jan 2025
KnightHacks　　*Orlando, FL*
- Created various merch designs for the club using Photoshop, Adobe Illustrator, and Canva.
- Designed and revamped social media posts for outreach needs, reaching a following of 2000+ on Instagram.
- Developed assets for user-facing components, ensuring consistent responsiveness throughout.
- Used Figma to wireframe initial implementations of a redesigned club website, ensuring responsive design throughout.

Secretary　　Sept 2023 – June 2024
Asian Student Association　　*Wesley Chapel, FL*
- Founded the 1st ever Asian Student Association at Wesley Chapel Highschool with 30+ members, fostering a greater community within the school.
- Organized the club into participating in the Relay for Life, where we raised over $200 for cancer research.
- Created and gave presentations to teach students about various cultures within Asia to present at each club meeting.

PROJECTS

AiSight | *Python, TypeScript, React Native, Figma*　　January 2025 – Present
- Engineered a React Native app to assist the visually impaired, enhancing accessibility through various commands.
- Leveraged Python to allow for advanced features, such as gesture commands and object recognition.
- Collaborated with a team of 6, coordinating frontend and backend development for efficient task distribution.
- Designed an intuitive UI/UX using Figma, ensuring a user-friendly experience for visually impaired individuals.

Rock, Paper, AI Sensors | *Python, TKinter*　　August 2024 – October 2024
- Developed a "Rock, Paper, Scissors" Game using TKinter to introduce 120+ K-12 students to AI technologies during UCF's Stem Day initiative.
- Lead the UI/UX design for the game, appealing to the user base with an engaging and easy-to-navigate layout.
- Created both the presentation and portfolio for the project, presenting to 4 different groups of over 30 students.
- Collaborated with The Center for Initiatives in STEM to organize materials and various schedules within the project.

Bloom Buddy | *Dart, Flutter*　　October 2024
- Developed the frontend of a self-watering plant care app for Knight Hacks VII using Dart and Flutter.
- Created an intuitive UI/UX to help users track plant care, displaying its real-time brightness, moisture, and temperature levels.
- Collaborated on a software-hardware hybrid solution, ensuring seamless data communication between the app and sensors.

TECHNICAL SKILLS

Languages: Python, C, HTML, CSS, JavaScript, TypeScript, Dart
Frameworks: React, React Native, Flutter, TKinter
Developer Tools: Git, GitHub, Visual Studio Code, Visual Studio, Figma, Canva, Adobe Illustrator, Photoshop