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, utilizing Adobe Illustrator, Photoshop, Procreate, and Canva.
- Designed and revamped social media posts for outreach needs, reaching a following of 2000+ on Instagram.

Software Engineer Intern   Jan 2025 – April 2025
ZuLeris Interactive   *Orlando, FL*
- Developed an electromagnetic warfare training simulation for the U.S. Department of Defense using Unity.
- Optimized UI/UX through intuitive layouts and seamless user flows, significantly enhancing immersion and usability.
- Engineered realistic and interactive communication scenarios to improve soldier proficiency and engagement.
- Contributed to improved operational readiness by increasing soldiers' adaptability in high-stakes electromagnetic environments.

PROJECTS

ShapeShift | *JavaScript, TypeScript, React, Figma*   April 2025
- Designed and implemented the frontend of a dev tool web app that converts SVGs into 3D models.
- Developed a responsive UI/UX using React and Figma, enhancing user interaction for developers and creators.
- Participated in Bitcamp 2025, collaborating with a cross-functional team of 4 to complete the full-stack app within 72 hours.
- Created the Devpost submission and presented the project to judges, effectively communicating design choices and functionality.

AiSight | *Python, TypeScript, React Native, Figma*   January 2025 – April 2025
- 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