Kayla Edwards

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EDUCATION

CARNEGIE MELLON UNIVERSITY   Pittsburgh, PA
B.S. in Information Systems   Expected Graduation: December 2026
Major in Information Systems; minor in Human Computer Interaction
Cumulative GPA: 3.56
Relevant Coursework: Fundamentals of Programming, Database Development, Data Structures, Designing Human Centered Software, Reasoning with Data

HIGH SCHOOL (Concord, NC)   *Graduated June 2023*
Memberships: Leadership in DECA, Beta Club, Design Club, National Honors Society

SKILLS

Programming Languages: *SQL, Java, Python, C*
Database Management Systems: *PostgreSQL, MongoDB, Vertabelo*
Adobe: *Premiere Pro, Illustrator, InDesign, AfterEffects*
Other: *Microsoft Office, Canva*

ACTIVITIES

GAME CREATION SOCIETY   Pittsburgh, PA
UI and Design Member   August 2023 – Current
- Aid in a semester-long effort to publish a video game in its early development stage.
- Design helpful UI and menu assets + Create player environments and assist in environmental design.

WOMEN'S TABLE TENNIS TEAM (NCTTA)   Pittsburgh, PA
- Singles & Team Event Competitor   August 2023-Current

ARTIST ALLEY   Pittsburgh, PA
- Digital Art and Design   August 2023-Current
- Collaborative Art Zine Making

CARNEGIE MELLON RACING (FORMULA SAE)   Pittsburgh, PA
Race Operations   August 2024 – Current
- Developing a digital heat map that compiles live readable data during track tests.
- Data analysis of past competition.

PROJECTS

Self Care App   Pittsburgh, PA- October 2023
- Constructed code for a self-care app in a 2023 hackathon with a team done in Python.
- Responsible for animation assets, timer assets, and avatar designs.

Fairy Fight Game   Pittsburgh, PA- December 2023
- Created a Pokemon-Emerald inspired fairy fighting tournament game in Python.
- Implemented my own minimax algorithm that helped the AI fighter consider possible moves in response to real-time user input.
- Created immersive environment design and characters drawn digitally.

Audio Reactive Generative Landscape (done in TouchDesigner Application)   Pittsburgh,PA - April 2024
- Height of generative landscape was mapped to different parts of the audio (bass,kick,snare).
- Color changes and rescaling of generative landscape determined by audio pitch.