

Kayla Dang

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EDUCATION

Georgia Institute of Technology, College of Computing

Graduation: May 2027

- **Major:** B.S. Computer Science – Media Concentration
- **Courses:** Object Oriented Programming, Data Structures and Algorithms, User Interface Design

TECHNICAL SKILLS

Programming: Python, Java, C/C++, HTML, CSS

Tools: Figma, Canva, VSCode, PyCharm, Intelli, Django, Procreate, Clip Studio Paint

EXPERIENCE

Independent Character Illustration Artist

April 2025 – Present

- Created over 15 custom illustrations for private clients, including original characters, live streaming assets, and fan art
- Achieved a 5-star client rating on VGen by maintaining clear communication, iterating based on client feedback, and delivering commissions in a timely manner, resulting in 44% of repeat clients
- Produced artwork in multiple styles (anime, stylized, logos/icons) to match client requests
- Increased client base by 50% through social media marketing and networking

Agent Team Member – Kathy Nguyen State Farm – *Morrow, GA*

Sept. 2022 – June 2023

- Communicated with 100 customers daily by responding to inquiries about insurance policies, billing, and claims in both English and Vietnamese
- Trained and mentored new agent team members, ensuring a smooth onboarding process
- Provided personal customer support to clients needing translation and one-on-one technical support with the State Farm mobile app

COMMUNITY ENGAGEMENT

Public Relations and Concept Artist – Georgia Tech Video Game Dev

January 2024 - Present

- Collaborated with teams of over 15 other artists to create concept art, character sprites, and UI assets for game implementation
- Designed and illustrated presentation backgrounds, poster artwork, and stickers for club activities
- Assisted in running game booth at DreamHack Atlanta, engaging attendees and explaining gameplay

PROJECTS

Productivity App Prototype | Course Project

- Conducted surveys, interviews, and user studies with over 20 students
- Designed a high-fidelity interactive user interface (UI) prototype on Figma

Money Parce | Course Project

- Utilized agile methods to lead team of 5 students to coordinate scrum meetings, communicate deadlines, and manage front-end development of website
- Collaborated with team members to build a budgeting website using HTML, CSS, and Python through Django.

OTHER SKILLS & INTERESTS

Spoken Languages: English, Vietnamese

Interests: Graphic Design, Character Illustration