KAYLANI RIVERA

Chicago, IL

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Education

University of Illinois in Urbana-Champaign   Urbana, IL
Bachelor of Science in Computer Science with a Minor in Game Studies & Design   *May 2026*
- GPA: 3.8/4.0
- Relevant courses: Data Structures, Computer Architecture, Discrete Structures, Software Design Lab, Linear Algebra
- Clubs: HackIllinois, Women in Computer Science, Association for Computing Machinery, Adventure Club
- Honors: James Scholar, President's Award Program Scholarship, State Farm Computer Science Scholarship

Experience

HackIllinois   **2024-Current**
Co-Director   *University of Illinois in Urbana-Champaign*
- Leading the planning and execution of HackIllinois, the largest student-run hackathon in the Midwest, by managing over 50 staff members in coordinating various event aspects for over 800 participants
- Fostering a sense of community among staff through team building activities to ensure successful collaboration
- Managing the event budget, determining the effective allocation of resources to maximize the success of the event

Girls Who Code   **Summer 2024**
Teaching Assistant   *Summer Immersion Program*
- Managed 60 students in my classroom and evaluated student work daily, sharing personalized constructive feedback to support their growth and understanding of game development concepts
- Provided individualized support and mentorship to students, addressing their questions and concerns both during class and asynchronously to foster a positive and inclusive learning environment
- Facilitated breakout rooms, provided guidance during advisory, and hosted student hours to enhance their learning

Computer Science Honor Society   **2021-2023**
Project Manager   *Northside College Prep*
- Spearheaded the organization of NCP's first annual Hackathon by delegating tasks to committees in charge of website development, community outreach, and event planning while personally managing food, activities, and guest speakers
- Orchestrated monthly meetings to monitor progress of committees and establish deadlines
- Developed weekly CS club meeting and CS tutoring schedule based on availability of club leaders, tutors, and sponsors

Projects

Recipe Sorter - HTML, CSS, and JavaScript
- Developed a data-driven recipe organization system, leveraging a spreadsheet foundation to create a searchable database
- Implemented advanced filtering and sorting algorithms to efficiently categorize and retrieve recipes based on attributes
- Designed a scalable architecture by using Google Apps Script to automatically update data when the app is loaded

Gamify - Java, HTML, CSS, and JavaScript
- Conceptualized and developed a digital framework for life task management, applying game design principles to enhance user engagement and productivity
- Implemented a quantifiable progress tracking system, utilizing data visualization to provide users with tangible feedback
- Engineered a flexible task categorization structure, allowing for customizable "quests" to accommodate diverse lifestyles

Melodify - Python, HTML, CSS, and JavaScript
- Used AI to create custom music from text prompts and delivers personalized song recommendations based on your unique listening history and preferences, making music discovery effortless
- Enhanced traditional music streaming apps with built-in music creation tools, allowing listeners to seamlessly transition from enjoying music to creating their own

Skills

- **Programming Languages**: C++, Java, Python, HTML/CSS, JavaScript, Assembly, LaTeX
- **Technical Applications**: Website Development, Game Development, Cybersecurity, Robotics, and Data Science
- **Tools/Technologies**: Google Workspace, GitHub, VS Code, Docker, Notion, Artificial Intelligence (AI), Unity
- **Multilingual**: English (native), Spanish (proficient), Assyrian (beginner)