KAYLANI RIVERA

🌐 krivera28.github.io ✉ kaykayr2882@gmail.com 🔗 linkedin.com/in/kaylani-rivera 📞 773-240-2402

Education

University of Illinois Urbana-Champaign   **Urbana, IL**

Bachelor of Science in Computer Science with a Minor in Game Studies & Design — GPA: 3.8/4.0   *May 2027*

- Relevant courses: Data Structures, System Programming, Algorithms, Computer Architecture, Discrete Structures, Linear Algebra, Computer Graphics
- Honors: James Scholar, President's Award Program Scholarship, State Farm Computer Science Scholarship

Experience

Girls Who Code   **June 2025 - Present & May 2024 - Aug 2024**

Lead Teaching Assistant   *Remote*

- Taught interactive daily lessons in p5.js that introduced programming fundamentals and game development principles to 60+ high school students from historically underrepresented backgrounds in tech
- Delivered individualized feedback on student work to support technical growth and encourage creative problem-solving
- Provided consistent mentorship and support to my advisory through personal check-ins, collaborative activities, and student hours to foster an inclusive classroom environment

Association for Computing Machinery   **September 2024 - Present**

Infrastructure Chair   *Urbana, IL*

- Led the development of ACM's core management platform using React/TypeScript and AWS Lambda, delivering event management and membership services to 1000+ users with 99.9% uptime
- Developed and implemented automated membership APIs to streamline access to internal services, resulting in 40% increase in paid memberships and simplified user authentication across all ACM platforms
- Established technical standards and best practices across various teams while modernizing ACM's platforms to improve user experience and operational efficiency

HackIllinois   **October 2023 - September 2024**

Co-Director   *Urbana, IL*

- Led the planning 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
- Fostered a sense of community among staff through team building activities to ensure successful collaboration
- Managed the event budget, determining the effective allocation of resources to maximize the success of the event

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, TypeScript, Node.js, and Vue.js

- 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 (Flask, PyTorch, & NumPy), 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/C++, Java, Python, HTML/CSS, JavaScript, Assembly, C#, React
- **Tools/Technologies**: Google Workspace, GitHub, VS Code, Docker, AI, Unity, AWS, Azure, Cloudflare
- **Technical Applications**: Website Development, Game Development, Cybersecurity, Robotics, and Data Science
- **Multilingual**: English, Spanish, and Assyrian