

Payton Gilbertson

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EDUCATION

Bachelor of Science - Major in Computer Science
- Creative Technologies Concentration

September 2017 - Present
Expected Graduation: May 2023

RELATED SKILLS AND ABILITIES

Technical Skills

- Designing software using top-down design, interface based programming, object-oriented programming, and modular programming
- Using defensive programming to ensure that programs cannot be broken
- Creating models of 3D still life for animation and 3D printing
- Editing and producing high quality photos and videos
- Animation using Adobe Software and similar
- Prototyping circuits using Arduino Uno, Adafruit Metro Mini and similar

Computer Skills

Operating Systems: Windows 10, Linux, IOS, MacOS
Programming: HTML, CSS, JavaScript, C++, C#, WebGL2, Python
Software Applications: Microsoft Visual Studio 2015, Visual Studio Code, Arduino IDE, Xcode, Microsoft Office, Pages, Keynote, Numbers, Adobe Photoshop CC, Adobe Illustrator, Adobe Audition, Adobe Character Animator, Adobe Premier Pro, Adobe After Effects, Maya Autodesk 2019, Processing
Other: Can type approximately 100 WPM

Transferable Skills

- Resourceful and efficient self learner of technical and non-technical material
- Good at teaching peers class material they do not understand
- Excels in problem solving and organization by breaking down problems and explaining possible solutions
- Adaptable to achieve differing requirements
- Proficient at communicating concepts and ideas clearly
- Upbeat attitude helps create a motivational atmosphere to get self and group members prepared for the next challenge
- Creative outlook allows for more open interpretations as to how challenges should be faced

RELATED WORK EXPERIENCE

PRODUCTION ENGINEERING INTERN | CO-OP POSITION – MAY 2022-AUGUST 2022

INDUSTRIAL LIGHT AND MAGIC, VANCOUVER, BC

- Joined Emmy Award winning StageCraft team
- Accurately refactored a legacy codebase in a new language
- Worked with a team spanning three continents, keeping documentation and JIRA boards up to date
- Collaboratively worked on files simultaneously with others, completing complex merges with ease
- Managed time and tasks while working remotely on new projects with changing requirements
- Reacted to urgent requests from shows needing day-of assistance

ASSISTANT LAB INSTRUCTOR, BUILDING INTERACTIVE GADGETS – SEPTEMBER 2020-MAY 2021

DEPARTMENT OF COMPUTER SCIENCE, UNIVERSITY OF REGINA, REGINA, SK

- Virtually instruct and assist students of differing backgrounds with hardware and software
- Host Zoom meetings and organize students into breakout rooms for safe marking
- Effectively communicate with students, fellow lab instructors, and supervisors
- Accurately mark students without bias while ensuring academic integrity with submitted and live-marked work

PAYTON GILBERTSON

UI/UX AND SOFTWARE DEVELOPMENT SPECIALIST | CO-OP POSITION – MAY 2020-AUGUST 2020
MEMORYKPR, REGINA, SK

- Edited and finalized front end of the product
- Used Adobe Photoshop, Illustrate, InDesign and XD to produce high quality mockups
- Remotely communicated with other team members to ensure a thorough understanding of company goals
- Successfully brought the product from development to production stage

INFORMATION TECHNOLOGY SUPPORT ANALYST | CO-OP POSITION – JANUARY 2020-APRIL 2020
INFORMATION SERVICES, UNIVERSITY OF REGINA, REGINA, SK

- Assisted students, faculty, and staff with technical problems regarding passwords and software
- Maintained a strong level of security regarding account information to ensure safety
- Answered phone calls and emails in a timely fashion
- Worked directly with staff, students, and faculty through Zoom to assist with the transition to online learning

OTHER WORK EXPERIENCE

SCIENCE EXPLORER – JULY 2021-PRESENT
SASKATCHEWAN SCIENCE CENTRE, REGINA, SK

- Delivered exceptional visitor experiences including stage shows, demonstrations, exhibit interpretation
- Conducted virtual programming focusing on building skills in coding for animation and video games
- Promote the exploration of science, technology, engineering, arts, and math in an exciting and age appropriate manner
- Cared for a variety of animals who live at the Saskatchewan Science Centre
- Ensured the facilities are clean and well-maintained

VENUE MANAGER | CHARACTER PERFORMER (KEY HOLDER) – MARCH 2018-PRESENT
STORYBOOK PRINCESS PARTIES, REGINA, SK

- Bring joy to children by bringing their favourite characters to life
- Help make children's dreams come true through volunteer Make-a-Wish events
- Arrange and teach choreography for stage productions
- Research deeply into character background to have the most authentic experience for guests
- Assist in preparing and cleaning venues in a timely manner
- Accommodate clients needs, changing locations, and venue sizes
- Teach children basic science and dance based on age group

BARISTA (KEY HOLDER) – JANUARY 2019-JANUARY 2020
EXCALIPURR CAT CAFE, REGINA, SK

- Prepared and delivered high quality food and beverages quickly and efficiently
- Maintained cleanliness within the cafe at busy periods throughout the day
- Assisted in the care of foster cats living in the cafe
- Cleaned up any messes within the cat room
- Ensured the safety of clients by making sure rules are followed

PROJECTS

- Global Game Jam 2021 — 2 Ghosts 1 Soul
- Go! Code Girls at Saskatchewan Science Centre — Virtual girls coding classes
- Girls in STEAM 2022 Conference at Saskatchewan Science Centre — Coding activity leader
- Girls in STEAM 2023 Conference at Saskatchewan Science Centre — Featured mentor and activity leader

REFERENCES

Available upon request.