

Payton Gilbertson

REGINA, SK – GILBERTP@UREGINA

EDUCATION

Luther College at the University of Regina

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

WORK EXPERIENCE

VENUE MANAGER | CHARACTER PERFORMER (KEY HOLDER) – MARCH 2018-PRESENT

STORYBOOK PRINCESS PARTIES, REGINA, SK

- Character performer for childrens birthday parties and other events.

SCIENCE EDUCATOR - OCTOBER 2022-PRESENT

SASKATCHEWAN SCIENCE CENTRE, REGINA, SK

- Co-Leader for girls Go!Code classes and assistant in creating program content.

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

INDUSTRIAL LIGHT AND MAGIC, VANCOUVER, BC

- Worked with the Emmy Award winning StageCraft team to refactor a legacy codebase following their pre-existing project plans.

SCIENCE EXPLORER – JULY 2021-MAY 2022

SASKATCHEWAN SCIENCE CENTRE, REGINA, SK

- Shared my love of science with visitors of all ages, guiding them through exhibits, performing stage presentations and virtual workshops, while ensuring safety and cleanliness of the space.

PAYTON GILBERTSON

ASSISTANT LAB INSTRUCTOR, BUILDING INTERACTIVE GADGETS – SEPTEMBER 2020-MAY 2021
DEPARTMENT OF COMPUTER SCIENCE, UNIVERSITY OF REGINA, REGINA, SK

- Virtually instructed both Arduino hardware and software for university level Computer Science course.

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

- Developed front end of a tech startup site from conception to production.

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

- Assisted students, faculty, and staff with login issues and Zoom meeting information.

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

- Prepared and delivered high quality food and beverages while caring for up to 20 foster cats.

PROJECTS

GLOBAL GAME JAM 2021 – 2 GHOSTS 1 SOUL
VIRTUAL GAME DESIGN EVENT

- Worked on a team of 5 to create a 3D game using the Godot game engine virtually within 48 hours

GO!CODE GIRLS CLASSES

SASKATCHEWAN SCIENCE CENTRE, REGINA, SK

- Conducted virtual and in person girls coding classes for ages 9-16 using Arcade MakeCode and Arduino.

GIRLS IN STEAM 2022 CONFERENCE

SASKATCHEWAN SCIENCE CENTRE, REGINA, SK

- Lead virtual coding activity using Arcade MakeCode software to students of a variety of ages.

GIRLS IN STEAM 2023 CONFERENCE

SASKATCHEWAN SCIENCE CENTRE, REGINA, SK

- Spoke as a featured mentor about my life as a woman in STEAM and lead a software activity using Arcade MakeCode.

REFERENCES

Available upon request.