

Ria Kaimal

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Education

Georgia Institute of Technology

Bachelor of Science in Computational Media: Interaction Design and Media

Atlanta, GA

Expected 2026

3.8 GPA

Awards: Dean's List Student | Zell Miller Scholar

Relevant Coursework: **Data Structures & Algorithms**, Object-Oriented Programming, Objects and Design, Discrete Math for Computer Science, Media Device Architecture, **Graphic & Visual Design**, Mixed Reality Experience Design, **Principles of Information Design**

Experience

Georgia Institute of Technology: Office of Information Technology

Atlanta, GA

IT Content and Training Specialist

Feb 2024 – Present

- Lead the creation of user-oriented training modules for the Georgia Tech Office of Information Technology (OIT), significantly enhancing educational impact on technology adoption and proficiency within the community.
- Develop engaging and accessible training content by integrating **user experience (UX)** principles, ensuring a seamless and intuitive learning experience for students, faculty, and staff.
- Author and maintain comprehensive knowledge articles, providing the GT community with essential self-service tools and resources to foster independence and digital literacy.

Projects

Semantic Safari Web Game

December 2023

- Developed an online SAT vocabulary game using OpenAI, featuring dynamic question generation and interactive elements like timers and score counters.
- Utilized **JavaScript, HTML, CSS, GitHub, and Figma** for robust front-end and back-end design.
- Implemented engaging game mechanics, including a visual timer, point counter, and bonus bar, to enhance user engagement

ChatBot Project

October 2023

- Developed a responsive chatbot leveraging OpenAI's GPT for real-time user interactions, enhancing customer engagement.
- Utilized **JavaScript** for backend integration and designed an intuitive **UI/UX** platform using **HTML, CSS, and Figma**
- Managed version control and collaborated with team members using **GitHub**, ensuring smooth project progression and timely updates

NBA Statistics App

May 2023

- Developed a Java application that leveraged two NBA APIs to provide users with comprehensive information about NBA teams
- Utilized **RESTful API** requests and **JSON parsing** for data retrieval GUI framework (**JavaFX**) for the user interface
- Implemented caching mechanisms to optimize and enhance system performance and deliver a user-friendly application.

iTunes Gallery App

April 2023

- Integrated the iTunes API using **Java**, leveraging Gson and **JSON** to process data, dynamically fetching and displaying album covers.
- Developed a responsive interface with **JavaFX**, enabling users to effortlessly search for movies, artists, actors, or albums.
- Developed the project via MacOS Terminal, utilizing its **Unix-based command-line interface** for efficient operational tasks.

Involvement

GT Design Club

January 2024 - Present

- Actively participate in Georgia Tech's Design Club, enhancing UX design skills through corporate-sponsored events, workshops, and real-world project collaborations.
- Engage in weekly meetings to discuss and implement design strategies, fostering a deeper understanding of design's impact on technology and society.
- Contribute to the club's Resume & Portfolio Jam, aiding peers in refining their design portfolios/resumes for the competitive job market.

SEWA International: LEAD Program

August 2020 - Present

- Participated in SEWA International's LEAD Program, focusing on leadership development, community engagement, global perspective, personal growth, collaboration, and impactful projects.
- Worked in 7 voting drives to encourage people to vote and register those who weren't already registered
- Demonstrates commitment to leadership, social responsibility, and community service

Skills

Technical: Java, Javascript, ReactJS, Linux, HTML, CSS, REST API, Figma, SSH, JavaFX, GitHub, MS Office, Adobe Creative Cloud

Languages: English (Proficient), Hindi (Proficient), Spanish (Basic Proficiency), Malayalam (Basic Proficiency)