vaida plankyte

Passionate about games as an artistic medium & organisation of tech-related events.

CONTACT

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SOCIAL

http://vaida.me/ (portfolio)
https://twitter.com/underskinnyhrt
http://vaidap.itch.io (games collection)
http://vaidacreates.tumblr.com (creative blog)
LinkedIn

EDUCATION

Sep 2015 - May 2019	**The University of Edinburgh, Computer Science with Management (BEng)** First-year courses: Functional Programming (**Haskell**), Object-Oriented Programming (**Java**), Computation and Logic, Data and Analysis, Cognitive Science, Calculus, Linear Algebra, Industrial Management
Spring 2016	**Developing Graphic Design - The University of Edinburgh** Short course that improved my communication skills and design process. My final project was an online store for patterned designs.
Autumn 2015	**CodeFirst: Girls** 6-week outside course. Introduction to front end web development covering the basics of **HTML/CSS** and **jQuery**. Included a final project.
Summer 2015	**HEADSTART Game Development Summer School** A one-week program in Antwerp designed to provide new entrants to the industry with a broad range of skills in the field of game development.
2008 - 2015	**European Baccalaureate at the European School of Brussels II** Overall average mark of **95.16%**, with year marks in Mathematics: 94.2%, Economics: 91.6%, French: 94.4%, English: 98.4%, Spanish: 97.7%.

PROJECTS

March 2014 - Present	**One Game A Month** One small experiment in game design/interactive fiction per month. The collection has more than 20 games. I spoke about the process and had a selection exhibited at Screenshake 2016, a Belgian indie games festival.
September 2015	**There Is A Light That Never Goes Out** Responsible for the entirety of the programming (using Construct 2) and sound design in a team of four. The game was featured at International Festival For Independent Games' "Games For Everyone" Pavilion, and appeared in an article about mental health in games in the Scotsman.

| April 2014 | **Talks With My Mom** |
| | An interactive work in Construct 2 about gender and sexuality that appeared on [Kotaku](#) and on [VICE](#). Experiment on the autobiographical potential of video games, made independently in two days. |

WORK EXPERIENCE

| 2016 - 2017 | **GameDevSoc President** |
| | Responsible for the running of the society's events and mailing list. |

| 2016 | **Hack The Burgh 2016 Hackathon Organiser** |
| | A 24-hour hackathon at the University of Edinburgh that welcomes ~100 hackers. Responsible for volunteers/staff and marketing. |

| 2015 - 2016 | **Microsoft Student Partner & Editor** |
| | MSPs represent Microsoft at their university and running events. As an Editor, I wrote an [article](#) for the UK Developers website. |

| 2014 - 2015 | **High School's Newspaper - Responsible for IT** |
| | Co-founded the [newspaper](#), helped design the blog and built an audience though the Facebook page. Improved in marketing and graphic design. |

| 2013 - 2015 | **High School Festival Organisation** |
| | Participated two years as a crew member, one as a crew coordinator for the largest festival of the school. Learnt how to manage a large group of volunteers, organise a schedule and deal with issues under stress. |

| Summer 2014 | **European Council** |
| | 2-week work experience in the administrative branch of the EU Council. Learnt about the layout of European Institutions and their work process. |

| 2013 - 2014 | **Mini-Enterprise** |
| | Young Enterprise project - students create a firm based around a product, and are able to put their management, brand building and sales knowledge into practice. Received an **Entrepreneurial Skills Pass**. |

ADDITIONAL SKILLS AND INTERESTS

| Programming | **Haskell** (familiar), **Java** (familiar) |
| | IDEs: **Twine** (proficient) **Construct 2** (proficient) |

| Software | **Photoshop, Illustrator** (proficient) **Ableton Live 9** (basic) |

| Languages | **Lithuanian** (native) **French** (bilingual proficiency) |
| | **English** (bilingual proficiency) **Spanish** (working proficiency) |

| Interests | Artificial Intelligence and Computing Society, BLOGS (LGBT+ Society), Hackathons, Gamejams, Singing-songwriting, Graphic Design |