

vaIda PLankyTe

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

CONTACT

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SOCIAL

[Website](#)
[LinkedIn](#)
[Graphic Design Portfolio](#)

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[Games Collection](#)

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 through 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