

VAIDA PLANKYTE // CV

Curious about digital media, design, inclusive events, and the spaces in between.

vaidaplankyte@gmail.com // [WEBSITE](#) // [GAMES](#) // [GRAPHIC DESIGN](#) // [TWITTER](#)

EDUCATION

Sep 2015 - May 2019

Artificial Intelligence and Computer Science - The University of Edinburgh

Year 1 (87%): Haskell, Java, Cognitive Science, Computation & Logic, Data & Analysis, Calculus, Linear Algebra

Year 2 (82%): Computer Systems (MIPS, C), Software Engineering (Java), Language Processing (Python), Algorithms, Data Structures & Learning (Java, MatLab), Reasoning & Agents (Prolog), Discrete Maths, Probability

Year 3 (77%): Introductory Applied Machine Learning (Python), Communications & Networks (Java), Artificial Intelligence Large Practical (Python), Professional Issues, Software Testing (Java), Operating Systems (C++), System Design Project

January - April 2018

System Design Project: Assistive Robotics

In the second semester of third year, worked in a team of 6 to design and develop an office helper robot. Focused on web-app development (Python & Flask), organisation and marketing.

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.

2008 - 2015

European Baccalaureate - European School of Brussels II

Overall mark of 95%, with year marks in Mathematics: 94%, Economics: 91%, French: 94%, English: 98%, Spanish: 97%.

WORK EXPERIENCE & VOLUNTEERING

June - August 2017

Google Summer of Code 2017 participant with Zulip

Worked on the open-source group chat application Zulip. Focused on improving the front-end design and onboarding experience, including illustration work and a branding style guide.

2016 - 2018

GameDevSoc President (2 years)

Responsible for running monthly socials, scheduling talks, handling finances/sponsors, advertising and organising gamejams.

2017

Web development workshop for non-Informatics students

Ran a two-hour introduction using CodePen for the Careers in IT event. We adapted the session based on feedback and provided further advice.

- 2016 - 2017* **CodeFirst:Girls Volunteer Instructor**
Responsible for teaching women about building websites using HTML, CSS, jQuery, and Git, and the basics of programming with Python.
- 2016 - 2017* **Hack The Burgh Hackathon Organiser (2 years)**
A hackathon run by students that welcomes ~100 attendees. Responsible for volunteers and visual identity in 2016; organiser mentor in 2017.
- August 2016* **Graphic Designer at Directly Personalised Ltd**
Designed and prototyped personalisable products. Learnt to adapt Illustrator files for a laser cutter and iterative design.
- 2015 - 2016* **Microsoft Student Partner & Editor**
I wrote an [article](#) about game prototyping and [another](#) about VR.
- 2013 - 2015* **High School Festival Organisation**
Took part as a crew member and coordinator. Learnt about large team management, schedule organisation and dealing with issues swiftly.

PROJECTS

- Ongoing* **One-page website designs**
Developed landing pages for a series of projects: [TRASHZINE](#), [GameDevSoc](#), and my [portfolio website](#) (reviewed on [Gadgette](#)).
- November 2017* **Installation in [The Zium Museum](#)**
An autobiographical 3D piece in a virtual gallery space.
- Dec 2016 - Sept 2017* **[TRASHZINE](#) publication**
Helped kickstart an independent publication, focused on interviewing experimental game developers. Took part in the interview, design and marketing processes for [Volume 1](#).
- March 2014 - October 2016* **One Game A Month**
A [collection](#) of +40 experiments in game design, one made every month.
- July 2016* **Home - Hackathon Project**
Our team were the [runner-ups](#) at Shelter Scotland Product Forge. We developed a platform idea to raise homelessness awareness.
- July 2016* **Competitive Cuddling Simulator**
Created a local two-player game which received a BAFTA Young Game Designer [nomination](#), and was exhibited at [GamesAreForEveryone](#).
- September 2015* **There Is A Light That Never Goes Out**
Responsible for the game logic and sound design in a team of four. Featured at [IndieCade](#) and [the Scotsman](#).

April 2014

Talks With My Mom

Experiment on the autobiographical potential of games, made individually in two days using Construct 2. Appeared on [Kotaku](#), [VICE](#).

SPEAKING & WORKSHOPS

- (June 2018) Talk at [Feral Vector](#) about the benefits of taking a break from work
- (September 2017) Talk at [SUBOTRON](#) about autobiographical game design
- (September 2017) Talk at [ARCADIA](#) about personal microgames
- (September 2017) An essay about anxiety for [Analog](#), review [here](#).
- (April 2017) Talk at [A MAZE](#) about personal microgames
- (April 2017) Talk at [AlterConf London](#) about game development as self-care
- (February 2017) Workshop at [SCREENSHAKE](#) on Twine and personal games
- (November 2016) Interviewed by [Checkpoints](#)
- (November 2016) Workshop at [IndieCade EU](#) on Twine and personal games
- (October 2016) Interview with BBC Radio Scotland for [Digital Makers](#)
- (September 2016) Talk at a [Digital Glasgow](#) meetup on mental health in games
- (May 2016) Talk at [Indievelopment](#) on games as bridges between player/creator
- (March 2016) Interviewed by [GameEngineStart](#)
- (March 2016) Interviewed for FemHype's [Blanket Fort Chats](#)
- (February 2016) Microtalk at [SCREENSHAKE](#) on my One Game A Month process

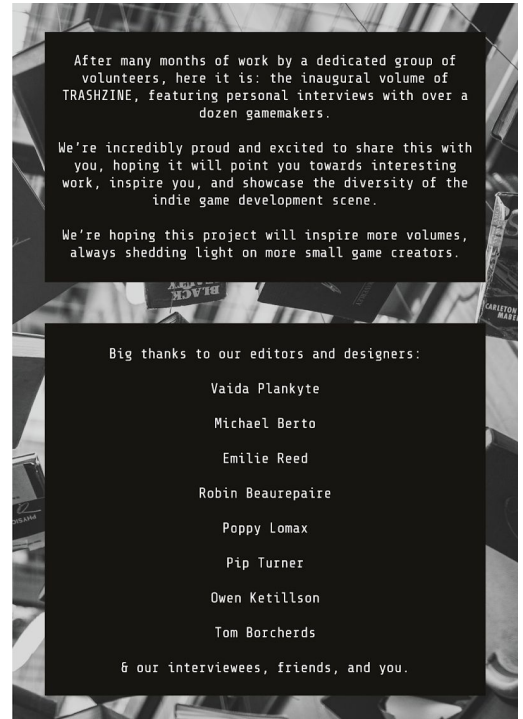
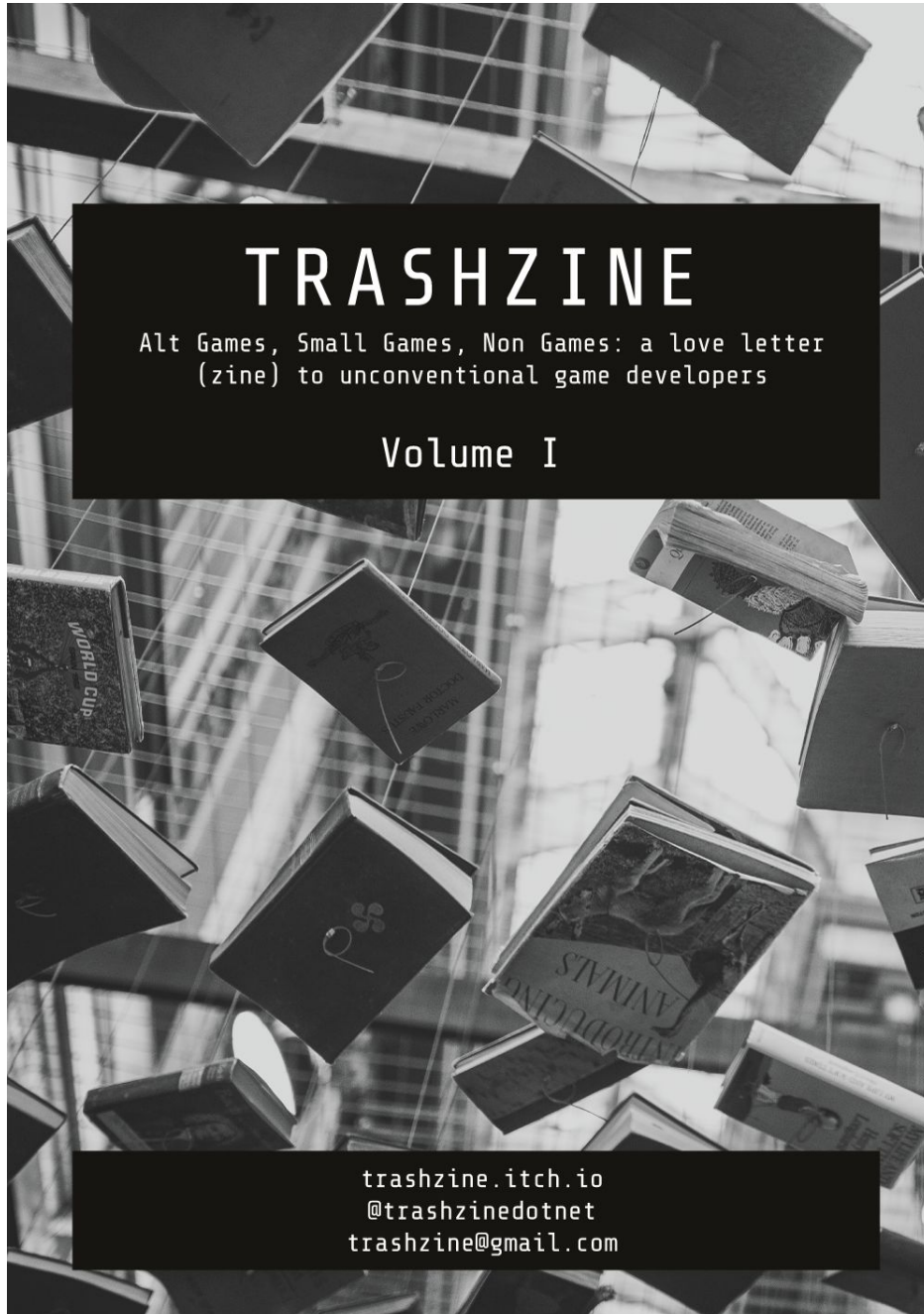
ADDITIONAL EXPERIENCE

- (2015 - ongoing) Had games exhibited at [GamesAreForEveryone](#), [Now Play This](#) (as part of the [Awkward Arcade](#)), [SCREENSHAKE](#), and [Play Expo Glasgow](#).
- (August 2016) Volunteered at Dare, biggest indie games festival in the UK
- (Autumn 2016) Attended CodeFirst:Girls, an introduction to frontend development
- (Summer 2015) Attended [HEADSTART](#), a program for games industry entrants
- (2015) Tutored a student in Economics, helping them pass their Baccalaureate
- (2014-2015) Co-founded high school's [newspaper](#), worked on marketing & design
- (Summer 2014) Work Experience in the administrative branch of the EU Council
- (2013-2014) Earned an [Entrepreneurial Skills Pass](#) (Young Enterprise Project)

SKILLS

<i>Coding/ Software</i>	Proficient: Python (+Flask), Java (+JUnit), Illustrator, Photoshop Familiar: Matlab, Git(+GitHub) Basic: C, Haskell, Ableton Live 9
<i>Languages</i>	Lithuanian (native), French (bilingual proficiency) English (bilingual proficiency), Spanish (working proficiency)

VISUALS // TRASHZINE



2017

Branding: logo design; website design and development; styling of itch.io and Twitter page; cover and major work on interview print design. Interview work.

trashzine.net
Behance



TRASHZINE

Alt Games, Small Games, Non Games: a love letter (zine) to unconventional game developers

Volume 1 available now!

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A love letter (zine) to unconventional game developers, Vol 1 is out ■ Altgames ■ Small games ■ Non games ■ Newsletter at tinyletter.com/trashzine

✉ trashzinedotnet@gmail.com

🌐 trashzine.net

Tweets 92 Following 196 Followers 365 Likes 93

Following

Tweets Tweets & replies Media



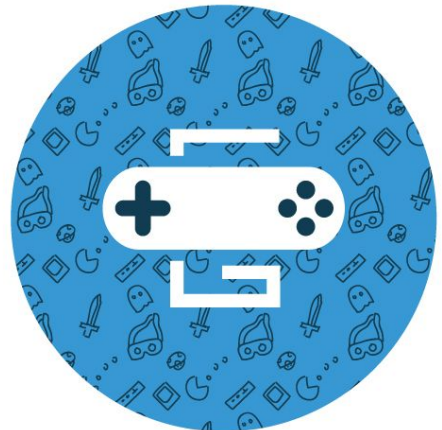
TRASHZINE @trashzinedotnet · Jan 16
Cool devs are working on a new magazine 🌟🌟🌟🌟🌟

void.garden @voidgarden
we are looking for writers

we're a magazine about the weird and wonderful people who exist in the margins of video games and digital art...

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VISUALS // **GAMEDEV SOC**

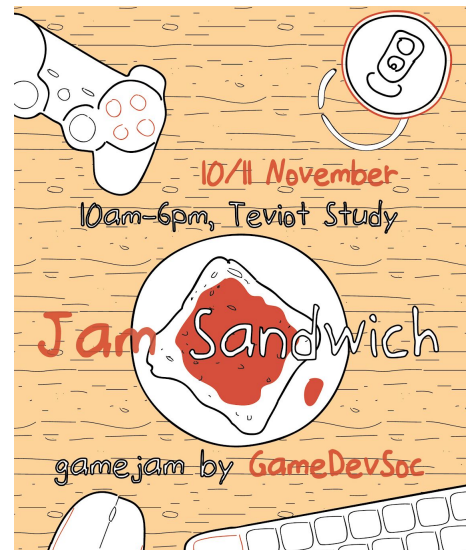


2016-2018

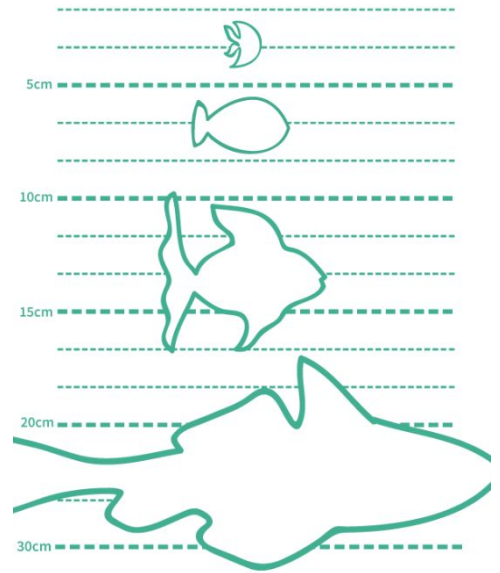
Society and gamejam branding:
logo design; website design and
development; poster and
promotional material design.
Event organisation.

Behance, Behance





VISUALS // **ZULIP**



Summer 2017

Underwater-themed illustration work for landing page; registration pages; informational pages; error pages; email redesign. Front-end work: accessibility, documentation, features.

[Report](#)



Great for productivity



- **Clearer conversations:** With Zulip's unique model of threading by topic, your community can have more than one conversation in a channel at the same time, without the confusion and talking-over caused by traditional models like IRC and Slack.
- **Full service:** No need to settle for a limited "try it out" tier. You're welcome to [host Zulip yourself](#), or [sign up at zulipchat.com](#) for commercially-supported hosting — free for open source projects.
- **Fast full-text search:** Feeling déjà vu about an issue someone's reporting? Searching your full message history is a snap.
- **Proven model:** Stop by [chat.zulip.org](#), Zulip's own development community, to see it in action for a large project with ~5000 messages/week, essentially all of it productive developer discussion.

Great for open communities

- **Web, mobile, desktop:** Sleek, modern [apps for every platform](#) make Zulip an inclusive choice for everyone in your community.
- **Walls optional:** Take down the barrier to participation created by making people interested in your community ask for an invitation before they can enter — use [one checkbox](#) to open your Zulip organization for anyone to join.
- **Badges:** Want to link to your Zulip organization with a nice badge in your README? [Done](#).
- **GitHub auth?** [We've got that](#).
- **Scale:** Zulip scales well to large communities — it's loved by communities as large as 1000 users and beyond.



Zulip ♥ open source



- **Free and open source software:** Zulip itself is open source, [under the Apache License 2.0](#).
- **Free for open source:** Full, commercially-supported hosting at [zulipchat.com](#) is free for open source communities. [Sign up today!](#)
- **Your data is yours:** Zulip's high-quality export and import tools enable migrating a community smoothly from one host to another. So if you start out running on [zulipchat.com](#), you can always choose later to move to your own servers, and vice versa.
- **The open source leader:** Zulip is the leading open source group chat option, with far more contributor momentum than any other. Some numbers:



Hi,

We just wanted to let you know that the email associated with your Zulip account was recently changed to [new_address@acme.com](#). If you did not request this change, please contact us immediately at [zulip-admin@example.com](#).

Best,
The Zulip Team



Kandra Labs, 112 S Park St, San Francisco CA 94107

[Manage email preferences](#) | [Unsubscribe](#)



Hi again,

This is a friendly reminder that Road Runner ([runner@acme.com](#)) wants you to join them on Zulip, a workplace chat tool that actually makes you more productive.

To get started, visit the link below:

[Complete registration](#)

Are you for you at [zulip-admin@example.com](#), if you have any questions.

Best,
The Zulip Team



Kandra Labs, 112 S Park St, San Francisco CA 94107

[Manage email preferences](#) | [Unsubscribe](#)



Hi there,

Road Runner ([runner@acme.com](#)) wants you to join them on Zulip -- the group communication tool you've always wished you had at work.

To get started, visit the link below:

[Complete registration](#)

Feel free to give us a shout at [zulip-admin@example.com](#), if you have any questions.

Cheers,
The Zulip Team



WEBSITES // MINIMALITY

CURTAIN

WEBSITE: A PLAY BY VAIDA

2017, EDINBURGH. IT'S RAINING.

----- ACT ONE: THE ESSENTIALS -----

SCENE ONE: INTRODUCTION

I enjoy making small, personal games that focus on
narration and empathy.

SCENE TWO: INFORMATION

CV / Twitter / Email

----- ACT TWO: THE INTERESTS -----

SCENE ONE: GAMES

I took part in One Game A Month for over two years,
making tiny experiments that I published on itch.io,
such as:

yearly, about loneliness in early adulthood

August, about moving to a new flat

Distance, where you're just driving

HORIZON, a one-way conversation

BRR, where you're listening to an old friend

2017 - vaida.me/minimality

SCENE FOUR: CREATION

I like to write music, from lo-fi ukulele strumming
to electronic tracks. They're all on SoundCloud.

I take pictures and design logos, posters and flyers
which you can find on Behance.

I write a bit about games and feelings on Medium,
and have a blog I update at least four times a year.

I make simple one-page websites such as the one you
are on right now, Archive, GameDevSoc, and my old
portfolio.

----- ACT THREE: THE FUTURE -----

SCENE ONE: PROJECTS

I am currently working on a game about recovery and
winter called Blanket.

SCENE TWO: EMPLOYMENT

I am available for short-term contract work and
summer internships.

2017, EDINBURGH. A BIT LATER. IT'S STILL RAINING.

CURTAIN

WEBSITES // **POLYVALENCE**

Vaida Plankyte [Email](#) [Twitter](#) [CV](#)

Designer of

2018 - vaida.me

Vaida Plankyte [Email](#) [Twitter](#) [CV](#)

Designer of

- games
- visuals
- code
- events
- talks
- chats

Designer of visuals:



MINIMALITY

A portfolio site that is like a play.



TRASHZINE BRANDING

Website, social media and print design for an alternative videogame zine.



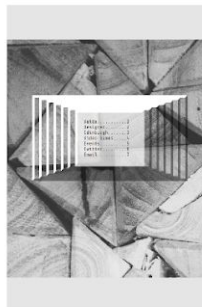
FLWR

A simple one-page portfolio website.



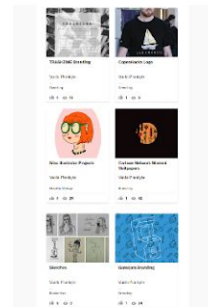
TINY BOOK SPACE

A website concept: a list of books that take two hours or less to read.



BLACKANDWHITE

A monochrome personal site concept.



+ MANY MORE

Portfolio of visual design work.

Designer of games:



GAME EXHIBITIONS

Had games exhibited at Now Play This (as part of the Awkward Arcade), GamesAreForEveryone, SCREENSHAKE, and Play Expo Glasgow.



YEARLY

About losing track of friends in early adulthood. Was exhibited at a BFI x Code Liberation event.



COMPETITIVE CUDDLING SIMULATOR

About watching TV shows with someone on the sofa. Was nominated for a Young Game Designers BAFTA.



APARTMENT

An audio-focused installation for the Zium Museum (2017), a virtual gallery space.



DEPRESTON

A self-paced rhythm game.



THERE IS A LIGHT THAT NEVER GOES OUT

About visualising anxiety and depression. Was showcased at IndieCade and written about on the Scotsman. Part of the Awkward Arcade's "3 games by Vaida" installation.

GAMES // YEARLY



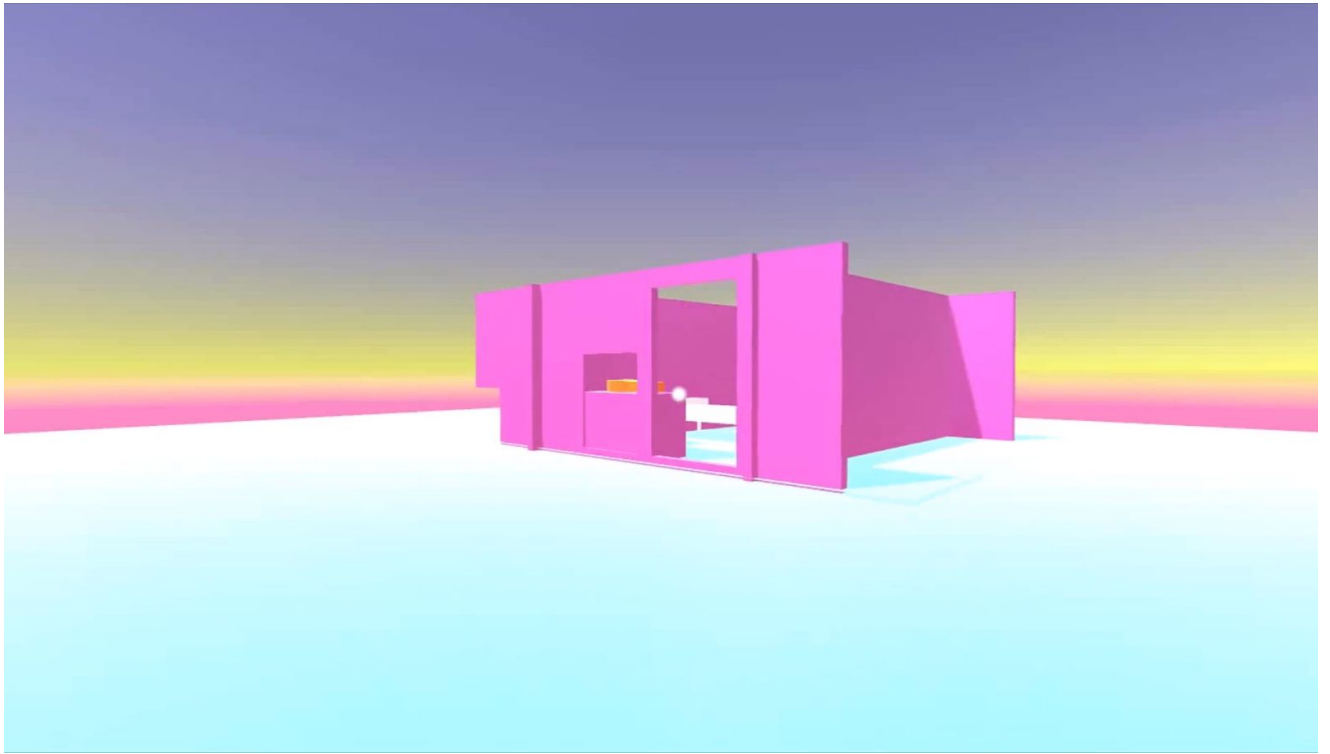
2016

A game about loneliness in early adulthood. Graphics in Photoshop, development in Construct 2.

[Itch.io](https://itch.io)



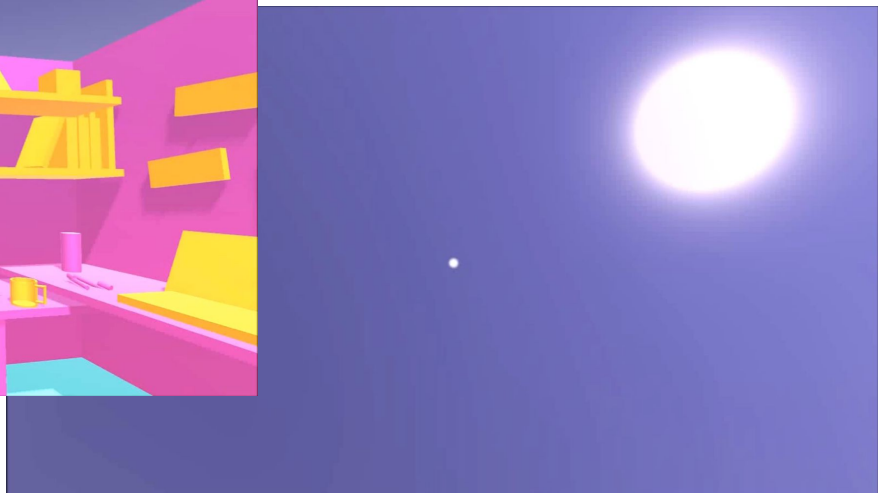
GAMES // **HORIZON**



2016

A one-way conversation. Models in Blender, development in Unity.

[Itch.io](#)
[Trailer](#)



GAMES // **COMPETITIVE CUDDLING SIMULATOR**



2017

*A game about the awkwardness of bodies.
Controller & images by Niall Moody,
commissioned by We Throw Switches for
GamesAreForEveryone IV.*

[Itch.io](https://itch.io)

Niall Moody



*PROJECTS // **MORE***

WEBSITE

GAMES

GRAPHIC DESIGN