

VAIDA PLANKYTE

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

CONTACT

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SOCIAL

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

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EDUCATION

- Sep 2015 - May 2019 **The University of Edinburgh, Computer Science with Management**
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.
- 2008 - 2015 **European Baccalaureate at the European School of Brussels II**
Overall 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**
A [collection](#) of +30 experiments in game design, one made every month. I spoke about the process and had a selection exhibited at [Screenshake](#).
- 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**
Spent a few months developing a local two-player game which received a BAFTA Young Game Designer [nomination](#).
- 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](#) and [VICE](#).

WORK EXPERIENCE

- 2016 - 2017 **CodeFirst:Girls Volunteer Instructor**
Responsible for teaching women about building websites using **HTML, CSS, jQuery, Git & Python**.
- 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.
- 2016 - 2017 **GameDevSoc President**
Responsible for the running of the society's events and mailing list.
- 2016 **Hack The Burgh 2016 Hackathon Organiser**
A hackathon at the University of Edinburgh that welcomes ~100 attendees. Responsible for volunteers/staff and visual identity.
- 2015 - 2016 **Microsoft Student Partner & Editor**
I wrote an [article](#) about game prototyping and [another](#) about VR.
- 2013 - 2015 **High School Festival Organisation**
Participated two years as a crew member, one as a crew coordinator for school's largest festival. Learnt about large team management, schedule organisation and dealing with issues under stress.
- 2013 - 2014 **Young Enterprise Project**
Students learn about brand building and management by selling a product they create. Earned an [Entrepreneurial Skills Pass](#).

ADDITIONAL EXPERIENCE

- **(August 2016)** Volunteered at Dare ProtoPlay, biggest indie games fest in the UK
- **(2016)** Spoke at Screenshake and Indievelopment about short game creation
- **(Autumn 2016)** Attended CodeFirst:Girls, an introduction to frontend webdev
- **(Summer 2015)** Attended [HEADSTART](#), a program for games industry entrants
- **(2014-2015)** Co-founded high school's [newspaper](#), worked on marketing & design
- **(Summer 2014)** Work Experience in the administrative branch of the EU Council

SKILLS AND INTERESTS

- Programming & Software **Haskell** (familiar), **Java** (familiar)
IDEs: **Twine** (proficient) **Construct 2** (proficient)
Photoshop, Illustrator (proficient) **Ableton Live 9** (basic)
- Languages **Lithuanian** (native), **French** (bilingual proficiency)
English (bilingual proficiency), **Spanish** (working proficiency)
- Interests Narrative design, Singing-songwriting, Gamejams, Volunteering, Talks