# vaida plankyte

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

## CONTACT

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## SOCIAL

**Website**          **Blog**
**LinkedIn**         **Twitter**
**Graphic Design Portfolio**   **Games Collection**

## EDUCATION

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| Sep 2015 - May 2019 | **The University of Edinburgh, Computer Science with Management**<br>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**<br>Short course that improved my communication skills and design process. My final project was an online store for patterned designs. |
| Autumn 2015 | **CodeFirst: Girls**<br>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**<br>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**<br>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

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| March 2014 - Present | **One Game A Month**<br>One small experiment in game design/interactive fiction per month. The collection has more than 30 games. I spoke about the process and had a selection exhibited at Screenshake 2016, a Belgian indie games festival. |
| July 2016 | **Competitive Cuddling Simulator**<br>Spent a couple of 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**<br>Responsible for the entirety of the game logic and sound design in a team of four. It was featured at IndieCade's "Games For Everyone" Pavilion, and appeared in an article about mental health in the Scotsman. |

| April 2014 | **Talks With My Mom** |
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| | 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** |
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| | Responsible for the running of the society's events and mailing list. |

| 2016 | **Hack The Burgh 2016 Hackathon Organiser** |
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| | 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** |
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| | MSPs represent Microsoft at their university and running events. I wrote an [article](#) about game prototyping and [another](#) about VR. |

| 2014 - 2015 | **High School's Newspaper (IT)** |
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| | 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** |
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| | Participated two years as a crew member, one as a crew coordinator for the largest festival of the school. Learnt about large team management, schedule organisation and dealing with issues under stress. |

| Summer 2014 | **European Council** |
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| | 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** |
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| | 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) |
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| | IDEs: **Twine** (proficient) **Construct 2** (proficient) |

| Software | **Photoshop, Illustrator** (proficient) **Ableton Live 9** (basic) |
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| Languages | **Lithuanian** (native) **French** (bilingual proficiency) |
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| | **English** (bilingual proficiency) **Spanish** (working proficiency) |

| Interests | Artificial Intelligence and Computing Society, Hackathons, Gamejams, Narrative Design, Singing-songwriting |
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