

vaida PLankYTE

Passionate about games as an artistic medium & management of educational 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 curriculum: Functional Programming (**Haskell**), Object-Oriented Programming (**Java**), Computation and Logic, Data and Analysis, Cognitive Science, Calculus and its Applications, Introduction to Linear Algebra, Industrial Management
- Spring 2016 **Developing Graphic Design - The University of Edinburgh**
Short course that aims to improve on already existing knowledge of graphic design and teach both practical and professional skills.
- 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.
- 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

Hack The Burgh Hackathon Organiser

A 30-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 educate others about technology through events and workshops. The Editors produce content for Microsoft blogs.

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), IDEs: **Twine** (proficient) **Construct 2** (proficient)

Software

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

Languages

Lithuanian (native) **French** (bilingual proficiency)
English (bilingual proficiency) **Spanish** (elementary)

Interests

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