

VAIDA PLANKYTE

Curious about digital media, organisation of inclusive events and design.

CONTACT

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SOCIAL

[Website](#)
[Games Collection](#)

[Graphic Design](#)
[Blog](#), [Twitter](#), [LinkedIn](#)

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: Introductory Applied Machine Learning (**Python**), Communications & Networks (**Java**), Artificial Intelligence Large Practical (**Python**), Professional Issues
- 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.
- 2013 - 2014 **Young Enterprise Project**
Students learn about brand building and management by selling a product they create. Earned an [Entrepreneurial Skills Pass](#).

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 +30 experiments in game design, one made every month. I spoke about the process and had a selection exhibited at [SCREENSHAKE](#). Some appeared on [Kotaku](#), [VICE](#) and [the Scotsman](#).
- 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

- **(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

SKILLS

- Coding/
Software Proficient: **Python, Java, Illustrator, Photoshop** Familiar: **C, Git**
Basic: **Haskell, MatLab, Ableton Live 9**
- Languages **Lithuanian** (native), **French** (bilingual proficiency)
English (bilingual proficiency), **Spanish** (working proficiency)