

VAIDA PLANKYTE

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

CONTACT

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SOCIAL

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

[Blog](#), [Twitter](#)
[Games Collection](#)

EDUCATION

- Sep 2015 - May 2019 **Artificial Intelligence and Computer Science - The University of Edinburgh**
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 - 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%.

WORK EXPERIENCE & VOLUNTEERING

- 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**.
- 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 running monthly socials, scheduling talks, handling finances/sponsors, advertising and organising gamejams.
- 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**
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

- March 2014 - **One Game A Month**
October 2016 A [collection](#) of +30 experiments in game design, one made every month. I spoke about the process and had a selection exhibited at [Screenshake](#). I received a **BAFTA Young Game Designer nomination** for one of them. 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.

TALKS & WORKSHOPS

- **(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
- **(February 2016)** Talk at Screenshake on my One Game A Month process

ADDITIONAL EXPERIENCE

- **(August 2016)** Volunteered at Dare ProtoPlay, biggest indie games fest in the UK
- **(Autumn 2016)** Attended CodeFirst:Girls, an introduction to frontend webdev
- **(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/Tools Familiar: **Haskell, Java, Python, C, Git** Basic: **MIPS, MatLab**
- Software Proficient: **Illustrator, Photoshop** Basic: **Ableton Live 9**
- Languages **Lithuanian** (native), **French** (bilingual proficiency)
English (bilingual proficiency), **Spanish** (working proficiency)