KAYLANI RIVERA

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Education

University of Illinois Urbana-Champaign — Urbana, IL

Bachelor of Science in Computer Science with a Minor in Game Studies & Design — *May 2026*

- GPA: 3.8/4.0
- Relevant courses: Data Structures, System Programming, Computer Architecture, Discrete Structures, Linear Algebra
- Clubs: Association for Computing Machinery, HackIllinois, Women in Computer Science, Adventure Club
- Honors: James Scholar, President's Award Program Scholarship, State Farm Computer Science Scholarship

Experience

Association for Computing Machinery — September 2024 - Present

Infrastructure Chair — *Urbana, IL*

- Leading development of ACM's core management platform using React/TypeScript and AWS Lambda, delivering event management and membership services to 1000+ users with 99.9% uptime
- Developed and implemented automated membership APIs to streamline access to internal services, resulting in 40% increase in paid memberships and simplified user authentication across all ACM platforms
- Established technical standards and best practices across various teams while modernizing ACM's platforms to improve user experience and operational efficiency

Girls Who Code — May 2024 - July 2024

Teaching Assistant — *Remote*

- Managed 60 students in my classroom and evaluated student work daily, sharing personalized constructive feedback to support their growth and understanding of game development concepts
- Provided individualized support and mentorship to students, addressing their questions and concerns both during class and asynchronously to foster a positive and inclusive learning environment
- Facilitated breakout rooms, provided guidance during advisory, and hosted student hours to enhance their learning

HackIllinois — October 2023 - September 2024

Co-Director — *Urbana, IL*

- Led the planning of HackIllinois, the largest student-run hackathon in the Midwest, by managing over 50 staff members in coordinating various event aspects for over 800 participants
- Fostered a sense of community among staff through team building activities to ensure successful collaboration
- Managed the event budget, determining the effective allocation of resources to maximize the success of the event

Projects

Recipe Sorter - HTML, CSS, and JavaScript

- Developed a data-driven recipe organization system, leveraging a spreadsheet foundation to create a searchable database
- Implemented advanced filtering and sorting algorithms to efficiently categorize and retrieve recipes based on attributes
- Designed a scalable architecture by using Google Apps Script to automatically update data when the app is loaded

Gamify - Java, HTML, CSS, and JavaScript

- Conceptualized and developed a digital framework for life task management, applying game design principles to enhance user engagement and productivity
- Implemented a quantifiable progress tracking system, utilizing data visualization to provide users with tangible feedback
- Engineered a flexible task categorization structure, allowing for customizable "quests" to accommodate diverse lifestyles

Melodify - Python, HTML, CSS, and JavaScript

- Used AI to create custom music from text prompts and delivers personalized song recommendations based on your unique listening history and preferences, making music discovery effortless
- Enhanced traditional music streaming apps with built-in music creation tools, allowing listeners to seamlessly transition from enjoying music to creating their own

Skills

- **Programming Languages**: C/C++, Java, Python, HTML/CSS, JavaScript, Assembly, React, Verilog, LaTex
- **Tools/Technologies**: Google Workspace, GitHub, VS Code, Docker, AWS, Azure, Cloudflare, AI, Unity
- **Technical Applications**: Website Development, Game Development, Cybersecurity, Robotics, and Data Science
- **Multilingual**: English, Spanish, and Assyrian