



LALAINÉ ULIT-DESTAJO

• Creative Coder • Multimedia & Interaction Designer •

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PROFILE

Recent graduate with BA with specialized honours in Digital Media. A creative coder with a focus on developing and integration of new forms of controllers/user inputs and user experiences.

EDUCATION

BA with Specialized Honours in Digital Media Arts

June 2016

School of the Arts, Media,
Performance & Design
York University
Toronto, ON

EXPERIENCE

Work Study: Digital Media Outreach Coordinator at York University

July 2016

- Developed and taught a 4-day workshop on basic circuitry, programming concepts and game development (in Unity) to a group of 24 children (9-14 years old)

Technical Director for Shadowpox

May - June 2016

- Designed and implemented a custom GUI to control various parameters of the project.
- Integrated the Microsoft Kinect for gestural interactions with the 2D graphics
- Developed software which projection maps custom designed graphics onto moving people

Work Study: Lab Monitor at York University

October 2013 - April 2016

- Provided technical support to users of the computer lab
- Maintained and updated computers

TECHNICAL SKILLS

- Proficient Mac OS & Windows OS
- MS Office: Word, Excel & Powerpoint
- Web: HTML5, CSS, Bootstrap & Javascript
- Experience with: C#, C++, Java, Javascript, Processing & Max/MSP
- Game Development: Unity3D
- 3D Modelling: Rhino5, Cinema4D Sketch Up
- Video Editing: Vegas Pro 13, Adobe Premiere Pro & After Effects
- Adobe CC: Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Dreamweaver

EXPERIENCE(CONTINUED)

Unity Developer for Encounter

September 2015 - May 2016

- Designed and implemented GUI to control various parameters of the project.
- Integrated the Microsoft Kinect for gestural interactions with the 3D environment
- Integrated OSC as a means of communication between several types of devices (PC, mobile, ios)

Leap Motion 3D Jam: Unity Developer/ 3D modeller for Blink

September - October 2016

- Created and rigged low-poly 3D model assets for use in Unity
- Integrated the Leap Motion VR sdk to develop a mixed-reality experience

Associate Technical Director at Invisible Light Productions

May - June 2016

- Developed software in Max/Msp which allowed for custom graphics to follow an actor's position on stage live.

Research at York: Interactive Installation Development Assistant

May 2015

- Developed and created visuals which respond to data collected in real time from biometric sensors using Processing and Max/Msp
- Researched various biometric sensors which work with Arduino

POSITIONS

Director of Education: Digital Media Students' Association

April 2014 - April 2016

- Organized and managed volunteer tutors for the Digital Media Program at York University
- Mentored and tutored students of the Digital Media Program

Director of Public Relations: Digital Media Students' Association

April 2013 - April 2014

- Ensured the creation and distribution of promotional materials
- Maintained the appearance of the association's social media accounts

AWARDS

- 2016 Brazilian Ball Fine Arts Awards for inter-disciplinary art practise
- 2016 Paper selected for York University's Undergraduate Research Fair
- 2011 Valedictorian Sir Sandford Fleming Academy

OTHER

- Fluent in English and understand Filipino.
- Freelance work in software development, videography, theatre production & graphic design