

Kayla Inoa

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EDUCATION

UNIVERSITY OF FLORIDA | Gainesville, FL

May 2028

Bachelors of Science, in Computer Science

GPA: 3.52

Minor in Digital Arts & Sciences

Work Study Federal Pell Grant Recipient (20/week)

Certification in AI Fundamentals and Applications

Relevant Coursework: Operating Systems, Data Structures & Algorithms, Software Engineering, Creating Mobile Games, AI Fundamentals

ORANGE TECHNICAL COLLEGE | Winter Park, FL

Aug 2022 - May 2024

1,000 hr Trade School Program in Website Design & Development

WORK EXPERIENCE

Incoming SEO Tech Developer | Sponsors for Educational Opportunity

June 2026

- Will complete an intensive, virtual tech immersion program focused on core software engineering skills, project development, and technical interview preparation designed for first- and second-year Computer Science and Engineering students.
- Training to strengthen coding fundamentals, algorithms, and design skills for competitive internships and entry-level tech roles.

Director of Software Development | University of Florida CS Kickstart

Jan 2026 - Present

- Directed a software development team of 4 to entirely revamp the CS Kickstart website, integrating a backend admin feature.
- Oversee task delegation and implementation to improve usability, scalability, and student engagement

Full Stack Developer | The Agency

Aug 2025 - Present

- Built and optimized websites for Fortune 500 and local companies in collaboration with 6 departments to launch digital marketing campaigns that improved user engagement and overall site performance
- Translated 2 Figma wireframe designs into working functional Case Study Sites, contributing over 1000 lines of code
- Completed 5 frontend tasks related to user experience for the UF College of Engineering timelineing 115 years of history
- Presented website concepts to client, a non profit organization supporting breast cancer awareness

UI/UX Designer | SwampHacks XI at The University of Florida

May 2025 - Jan 2026

- Led UI/UX design for the SwampHacks website and dashboard, creating a scalable, user-centered interface from scratch.
- Collaborated with marketing to align design with event branding, ensuring consistency across platforms.
- Contributed to SwampHacks' expansion by developing adaptable design systems reaching over 400 participants.

Northrop Grumman Mentorship Apprentice | WiCSE at The University of Florida

Jan 2025 - May 2025

- Developed a cross-device task management app under technical mentorship of a Northrop Grumman engineer.
- Researching and implementing best practices in React Native, TypeScript, and cloud-based data syncing.

PROJECTS

[SipSafe](#) | UF WiNGHacks Hackathon 2026 - MLH Digital Ocean Award Winner

Feb 2026

- AI-powered alcohol safety mobile app using Gemini Flash vision to detect drink tampering; integrated ElevenLabs voice AI for spoken safety guidance and automated emergency SMS alerts with BAC + live location.
- Deployed a MongoDB database hosted on DigitalOcean, enabling real-time drink logging, tolerance tracking, and emergency contact management

[Under20](#) | Introduction to Software Engineering Project

Jan 2026 - Apr 2026

- Programmed a full-stack mobile app using React Native with Expo Go, integrating Supabase authentication and database, managing 200+ recipes for meals under 20 minutes with pantry, grocery list, favorites, and ingredient-based recommendations

Client Website Development Case Studies | The Agency

Jan 2026 - Apr 2026

- Developed responsive and scalable front-end interfaces using React and Next.js while referencing Figma to transform wireframes into fully functional, production-ready web pages for enterprise client
- Contributed directly to client projects including [Coca-Cola Coke Zero](#) and [Carnival Cruise Line](#), ensuring high-quality UI implementation and consistency

SKILLS

Programming Languages: Python, ReactJS, React Native, JavaScript, HTML, CSS, ARM Assembly, C++

Developer Tools: VS Code, PyCharm, CLion, ExpoGo, Supabase, AWS, Git, Jira, Figma