

Kayla Inoa

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EDUCATION

UNIVERSITY OF FLORIDA | Gainesville, FL

Expected Graduation: May 2028

Bachelors of Science, in Computer Science

GPA: 3.5

Minor in Digital Arts & Sciences

Certification in AI Fundamentals and Applications

ORANGE TECHNICAL COLLEGE | Winter Park, FL

Aug 2022 - May 2024

1,000 Trade School Program in Website Design & Development

WORK EXPERIENCE

University of Florida CS Kickstart | Director of Software Development

Jan 2026 - Present

- Direct a software development team to revamp the CS Kickstart website, defining technical architecture and overall system design.
- Oversee task delegation and implementation to improve usability, scalability, and student engagement

The Agency | Full Stack Developer

Aug 2025 - Present

- Developed and maintained interactive web applications and digital products using modern frameworks and best practices
- Worked closely with cross-functional teams to enhance user experience and implement creative marketing strategies.
- Contributed to client projects for Canva, Coca-Cola Zero Sugar, and UF's College of Engineering

University of Florida SwampHacks | UI/UX Designer

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 for a wider hacker audience.

Aeonion Ovia | Lead Graphic Designer

Jun 2025

- Created over 10 cohesive Instagram and LinkedIn content to promote upcoming Aeonion Ovia events.
- Delegated tasks and collaborated with the manager to align visuals with each event's theme.

University of Florida WiCSE | Industry Mentorship Program

Jan 2025 - May 2025

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

University of Florida Gator User Design | First Year Design Team

Feb 2025 - March 2025

- Conducted user research and created personas to understand target users' needs for an apartment and dorm finder app.
- Designed a high-fidelity prototype in Figma by wireframing, refining UI/UX through usability testing, and incorporating peer feedback.

PROJECTS

[Language Learning App Fluent Feathers](#) | WICSE Design Team Project

- Led a team of 5 to develop a language-learning React website featuring 15 levels with 5 interactive minigames and 10 comprehension quizzes to assess Spanish proficiency, built using React Native and CSS.

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

- 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

[My Body My Place](#) | UF SwampHacks Hackathon 2025

- Developed an abortion resource website with a built-in clinic finder, legal information, and support resources. Built using React.js, JavaScript, HTML, and CSS, integrating React Simple Maps for visualization, Auth0 for authentication, and Google Maps API for location services.

SKILLS

HTML, CSS, Javascript, ReactJS, React Native, Typescript, NextJS, Python, Expo, AWS, and C++.