

Emmanuella Kainayor

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EDUCATION

Georgia State University, Atlanta, GA

Bachelor of Science in Computer Science, Minor in Physics

Expected Graduation: April 2027

GPA: 3.78

Relevant Coursework: Calculus I/II, Principles of Computer Science I/II (Honors), Discrete Mathematics, Principle of Physics I

EXPERIENCE

Model – Infinite Appeal Modeling Club, Georgia State University

Sept 2025 – Present

- Participated in runway shows and photoshoots, showcasing professionalism and adaptability in high-pressure environments.
- Collaborated with a diverse team to plan and execute campus-wide fashion events attended by 100+ students.

Actor – Taste of Africa Showcase, African Students Association

Sept 2025 – Present

- Performed in an annual cultural showcase, contributing to an event celebrating African heritage and attended by 100+ community members.
- Developed strong public speaking and presentation skills while working closely with a team of performers and organizers.

SKILLS

- **Programming Languages:** Python, Java, JavaScript, HTML, CSS
- **Tools & Environments:** Replit, PyCharm, Eclipse, IDLE, Python Launcher, GitHub
- **Technical Skills:** Web Development, Object-Oriented Programming (OOP), Problem-Solving
- **Soft Skills:** Team Collaboration, Communication, Public Speaking, Receptive to Feedback
- **Languages:** English (Fluent), French (Intermediate)

ACTIVITIES

- Physics Club – Member, *Sept 2025 – Present*
- Women in Tech Club – Member, *Sept 2025 – Present*
- Book Club – Member, *Sept 2025 – Present*

PROJECTS

Create Your Own Adventure Game—Python

Oct 2024

- Designed and programmed an interactive text-based game allowing players to make choices leading to multiple story outcomes.
- Applied fundamental programming concepts such as loops, conditional statements, and functions to build game logic.
- Focused on creating a user-friendly experience with clear instructions and replayable scenarios.

Student Registration Website – Java

March 2025

- Developed a web-based student registration system enabling users to enroll in courses through a simple interface.
- Implemented backend logic using Java to handle course selection, student data storage, and registration validation.
- Strengthened understanding of object-oriented programming and basic web development principles.

Choose Your Own Fantasy Game – HTML, CSS, JavaScript
Girls Who Code Summer Immersion Program, Summer 2024

- Developed an interactive browser-based game where users select between different fantasy book tropes, culminating in a final result revealing their dominant trope.
- Designed engaging, responsive layouts with CSS to create a smooth user experience.
- Strengthened skills in front-end development, problem-solving, and storytelling design.

About Me Website – HTML, CSS

- Built a personal website to showcase interests, hobbies, and background while learning the fundamentals of web design and responsive layout principles.
- Applied HTML for structure and CSS for styling to create a cohesive, user-friendly page.

Activist Toolkit: The Danger of Period Poverty—HTML, CSS, JavaScript

- Created an informational website raising awareness about period poverty, focusing on its impact on military personnel, homeless women, and incarcerated individuals.
- Implemented interactive elements with JavaScript to engage users and provide accessible educational resources.
- Combined web development skills with advocacy to deliver a socially impactful project.

