

# ALEJANDRO ZAPATA ACOSTA

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## EDUCATION

### **B.S. in Computer Science**

Loyola Marymount University, Los Angeles, CA

Minor: Pure Mathematics, Animation

*Expected May 2019*

GPA: 3.84

Dean's List

**RELEVANT COURSES:** Data Structures & Algorithms, Multivariable Calculus, Intro. 3D Animation, Programming Languages, Interactive Animation(UE4), Computer Graphics, Interaction Design, Motion Capture/Facial Capture, Artificial Intelligence, Software Engineering Lab, Linear Algebra, Databases

## SKILLS

**Technical:** fluent in Python, Java, JavaScript, C, C++, jQuery, HTML, CSS, Photoshop CS6, Maya, Unreal Engine 4, Motion Builder, Faceware Analyzer, OpenGL, React JS, Google App Engine.

**Languages:** Bilingual in English and Spanish (Written and Verbal), beginner Japanese (Written and Verbal).

## RELEVANT PROJECTS

*Portfolio([capnsquirrel.github.io](https://capnsquirrel.github.io))*

- **Jellyfish Jam in 3D:** Created a 30 second 3D animation for which every asset and animation was made from scratch. Demonstrates my experience with the general 3D animation pipeline.
- **Kawaii Kick:** Lead UE4 game programmer in a group of 15 for a 2D platforming game. Learned how to communicate with artists and the production manager in a small production environment.
- **Heart Wired:** Technical Artist for a 3D game senior thesis. Practiced Maya scripting, pipeline management, character rigging, and team management.

## RELEVANT EXPERIENCE

### **Radii Robotics | Los Angeles, CA**

*August 2018 – Present*

Software Development Intern

- Full-stack development with React framework, AWS, Google maps API, ArcGIS.
- Creating documentation and software design documents.

### **Google CSSIx | Los Angeles, CA**

*August 2017 - August 2018*

Teaching Assistant

- Provided support to 18 CSSIx students using deep understanding of Google cloud web application technologies resulting in functional and polished final projects and presentations.
- Responsible for logistics concerning student's room and board and transportation, creating a comfortable and stress-free experience for the CSSIx students.

### **Summer Undergraduate Research Program | Los Angeles, CA**

*May 2018 – July 2018*

Researcher

- Designed, pitched, and developed own research project along with faculty member Dr. Andrew Forney.
- **DunGen** is a game development tool utilizing modern causal inference tools as applicable to procedural role-playing game dungeon generation.

## ACCOMPLISHMENTS AND AFFILIATIONS

SURP research grant

Social Justice Scholarship (Full-tuition)

Esports Club, Treasurer

Outstanding Freshman Student Award – Computer Science

Kyodai (Japanese Culture Club), Treasurer

Association for Computing Machinery, Co-President

Resilience (Immigration Social Justice), Treasurer