ALEJANDRO ZAPATA ACOSTA

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EDUCATION

B.S. in Computer Science *Expected May 2019*
Loyola Marymount University, Los Angeles, CA GPA: 3.84
Minor: Pure Mathematics, Animation 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 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.

PRESENTATIONS

Southern California Conferences for Undergraduate Research *November 17, 2018*
Causal Inference in Procedural Dungeon Generation *github.com/CapnSquirrel/DungeonPCG*

- Explored and implemented Bayesian Network causal inference as a procedural content generation method for random role-playing game dungeon generation.
- Generated 2D representation for dungeon layout based on generated output

ACCOMPLISHMENTS AND AFFILIATIONS

SURP research grant
Social Justice Scholarship (Full-tuition)
International Collegiate Programming Contest, Top 20 in SoCal
Outstanding Freshman Student Award – Computer Science
Kyodai (Japanese Culture Club), Treasurer
Association for Computing Machinery, Co-President
Resilience (Immigration Social Justice), Treasurer
Esports Club, Treasurer