

# ALEJANDRO ZAPATA ACOSTA

11891 Sierra Glen Drive • Riverside, CA 92505 • 951-288-0702  
alejandro@capnsquirrel.com • capnsquirrel.com • linkedin.com/in/azapataa/

---

## EDUCATION

<b>M.S. in Computer Science (Computer Graphics Concentration)</b> UCLA, Los Angeles, CA	<i>Expected June 2021</i>
<b>B.S. in Computer Science</b> Loyola Marymount University, Los Angeles, CA <i>Minor: Pure Mathematics, Animation</i>	<i>Awarded May 2019</i> GPA: 3.84 Dean's List

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

## SKILLS

**Technical experience with:** Python, Java, JavaScript, C++, C#, Photoshop CS6, Maya, Blender, Unreal Engine 4, Unity, Motion Builder, Faceware Analyzer, OpenGL, React JS, WebSocket.

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

## RELEVANT EXPERIENCE

<b>Teaching Assistant at UCLA   Los Angeles, CA</b> Computer Science 31 (Introduction to Computer Science I) Teaching Assistant	<i>Fall Quarter 2019</i>
<ul style="list-style-type: none"><li>Class covered basics of programming with C++ up to object-oriented programming.</li><li>Responsible for 38 students in a weekly hour and fifty-minute discussion of class materials.</li><li>Responsibilities included: lesson planning, review material creation, grading, presenting, effective email communication, weekly office hours, exam proctoring and grading.</li></ul>	

<b>K'two (LMU CS Senior Thesis)   Los Angeles, CA</b> Technical Director and Gameplay Programmer Game development senior thesis project. WIP build here: <a href="http://justinkyletorres.com/ktwo-webgl-sandbox/">http://justinkyletorres.com/ktwo-webgl-sandbox/</a> .	<i>February 2019 – May 2019</i>
<ul style="list-style-type: none"><li>Communicated with artist, designer, and programmers in order to achieve and understand each other's goals and concerns with integrating assets into the game.</li><li>Managed and maintained lists of assets required and their status as they moved through development via a custom asset development pipeline.</li><li>Designed and implemented core gameplay systems for entity interactions and character abilities.</li></ul>	

<b>Summer Undergraduate Research Program   Los Angeles, CA</b> Researcher	<i>May 2018 – July 2018</i>
<ul style="list-style-type: none"><li>Designed, pitched, and developed own research project along with faculty member Dr. Andrew Forney.</li><li><b>DunGen</b> is a game development tool utilizing modern causal inference tools as applicable to procedural role-playing game dungeon generation. DunGen generates random but coherent dungeon layouts for use in development or design.</li><li>Resulted in two poster presentations at Southern California Conference for Undergraduate Research and LMU Undergraduate Research Symposium.</li></ul>	

## 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 Outstanding Senior Student Award – Computer Science	Kyodai (Japanese Culture Club), Treasurer Association for Computing Machinery, Co-President Resilience (Immigration Social Justice), Treasurer Esports Club, Treasurer UCLA CS Graduate Student Association Coordinator
---	---