Alejandro Zapata Acosta

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EDUCATION

M.S. in Computer Science (Specialization in Computer Graphics)   **Expected June 2021**
UCLA, Los Angeles, CA

B.S. in Computer Science   **August 2015 - May 2019**
Loyola Marymount University, Los Angeles, CA   GPA: 3.84
Minors: Pure Mathematics, Animation   Dean's List (All Semesters)

RELEVANT COURSES: Multivariable Calculus, Intro. 3D Animation**,** Programming Languages, Interactive Animation (UE4), Game Design (Unity), Motion Capture/Facial Capture, Artificial Intelligence, Software Engineering Lab, Linear Algebra, Databases, Computer Networks, Optimization, Artificial Life for Computer Graphics and Vision (in Spring 2020).

SKILLS

Programming Languages: Java (5 yrs.), **JavaScript** (4 yrs.), **Python** (3 yrs.), **C++** (2 yrs.), C#, C, React JS
Technical Skills: Web development, Computer Graphics, Procedural Content Generation
Software experience: Photoshop CS6, Clip Studio Paint, Maya, Blender, Unreal Engine 4, Unity, Motion Builder, Faceware Analyzer.
Languages: Bilingual in English and Spanish (Written and Verbal), beginner Japanese (Written and Verbal).

RELEVANT EXPERIENCE

Teaching Assistant at UCLA   Los Angeles, CA
Introduction to Computer Science I (Intro. C++) Teaching Assistant   **Fall 2019, Winter 2020**
- Class covers basics of programming with **C++** up to object-oriented programming with classes/structs.
- Lead 40 students in a weekly two-hour discussion of class material.

Technical Director / Gameplay Programmer (LMU CS Senior Thesis)   Los Angeles, CA
Game development senior thesis project.   **February 2019 – May 2019**
- Directed communications between artist and programmers, managed and integrated assets through custom development pipeline, and designed and implemented core gameplay.
- Unity 3D project (in **C#**) with 4-player networked capability. Designed and implemented 4 unique skills for 5 playable characters.

Radii Robotics   Los Angeles, CA
Software Development Intern   **August 2018 – January 2019**
- Developed a prototype web application (with **React JS** and **Material-UI**) for the Radii Robotics user portal with a focus on design for the data analysis / interpretation report page.
- Created mockups for the web application (in **Photoshop**) for design meetings.

Summer Undergraduate Research Program   Los Angeles, CA
Student research project, advised by Dr. Andrew Forney   **May 2018 – July 2018**
- Developed a tool for random procedural generation of role-playing-game dungeons using causal inference on a dynamically generated Bayesian network (in **Python** with **Pomegranate**).

PRESENTATIONS

- Zapata, A., & Forney, A., (April, 2019). Causal Inference in Procedural Dungeon Generation. Presented at the LMU Undergraduate Research Symposium, Los Angeles, CA.
- Zapata, A., & Forney, A., (November, 2018). Causal Inference in Procedural Dungeon Generation. Presented at the Southern California Conference for Undergraduate Research, Pomona, CA.

ACCOMPLISHMENTS AND AFFILIATIONS

- Outstanding Computer Science Senior (Highest GPA in Major)
- RAINS Undergraduate Research Fellow
- International Collegiate Programming Contest, Top 20 in SoCal
- Association for Computing Machinery, Co-President
- Outstanding Computer Science Freshman (Highest GPA in Major)
- Social Justice Scholarship (Full Undergrad Tuition)