Elise Gabriel T. Escalaw

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EDUCATIONAL ATTAINMENT

Bachelor of Science, Computer Science   May 2020
Ateneo de Manila University, Quezon City, Metro Manila   GPA: 3.11/4.0

Bachelor of Science, Digital Game Design and Development   June 2021
Ateneo de Manila University, Quezon City, Metro Manila   GPA: 3.14/4.0
  - Minor: Japanese Studies Program

WORK EXPERIENCE

Quality Assurance & User Experience Analyst Intern   May 2019 – August 2019
The Studio of Secret 6, Inc., Ortigas Center, Pasig
  - Recorded defects in games as measured by a provided test list dictated by daily scrum meetings of 5 analysts, by composing structured JIRA tickets and delivering it to a database.

DEVELOPMENT EXPERIENCE

WEB DEVELOPMENT   May 2021
Languages: CSS, HTML, JavaScript,
  - Achieved 1st place with awards for Completeness and UI by competing against an international pool of 34 people during a 2-day hackathon event by OpenSource called *DevStart: A Hackathon for Everyone*.

FRONT-END DEVELOPMENT   April 2018
Languages: CSS, HTML
  - Developed the user interface experience for all 5 pages of a website that aims to automate report cards for Barangka Elementary School by implementing various designs of tables and inputs that is easy-to-understand and use.
  - Conceptualized the whole branding as well as the logo by providing various screens through Adobe Illustrator.

ANDROID DEVELOPMENT   November 2018 – December 2018
Languages: Java
  - Built the front-end of the AteneoApp's working protype which serves as a platform to post various guides and announcements for Ateneans by using Android Studio and Illustrator and collaborating with 4 other people who handled the back-end development.

GAME DEVELOPMENT   November 2016 – May 2021
Languages: Python, Java, C#
  - Programmed a maze game that could be played by inputting various inputs through a command prompt using Python.
  - Collaborated on CellWarz, a multiplayer action game programmed with Java that is played over a Local Area Network.
  - Directed the art direction and user interface of Synesthesia Drive, a music action game that visualizes music information as well as implement them through Unity and Blender.

LEADERSHIP EXPERIENCE

Project Head   November 2017
Computer Society of the Ateneo
  - Orchestrated an end of the semester get-together event for the Computer Science home organization by ensuring that all necessary outputs such as the venues, food, logistics, and risk plans were all delivered by the core team in time
  - Exceeded the anticipated 30 attendees and received overwhelmingly positive feedback from the goers, the program director of the Digital Game Design and Development course, and the organization moderator.

SKILLS & PROFICIENCIES

Hard Skills: Java (5 Years), Python (5 Years), C++ (4 Years), Adobe Illustrator (2 Years), CSS (3 Months), HTML (3 Months), JavaScript (3 Months), Blender (3 Months)

Soft Skills: Good Communication, Fast Learner, Inquisitive, Time Management, Adaptable, Team-Based Mindset, Self-Supervising