

Elise Gabriel T. Escalaw

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A Computer Science graduate finishing his 2nd degree in Digital Game Design and Development in the Ateneo de Manila University that wishes for an enriching practicum and job experience in the fields of **Web Development, User Interface and User Experience Design, Game Design and Development, 3D Modeling and Animation**, and other related openings.

Educational Attainment

ATENEO DE MANILA UNIVERSITY

BS Computer Science — Graduated May 2020

BS Digital Game Design and Development — Graduated June 2021

Minor in Japanese Studies Program

Cumulative QPI — 3.11

ATENEO DE MANILA HIGH SCHOOL

Honors Program — Graduated 2016

Work Experience

The Studio of Secret 6, Inc. - Quality Assurance & User Experience Analyst

Intern (May 2019 - August 2019)

Found defects in games and provided various insights that could improve its design to a line manager. Reported to direct line manager during daily scrum meetings in a team consisting of 5 analysts.

Development Experience

WEB DEVELOPMENT

Achieved 1st place with awards for Completeness and UI in an International Hackathon event by OpenSource — DevStart: *A Hackathon for Everyone* consisting of 34 people. Languages used were CSS, HTML, and JavaScript.

FRONT END DEVELOPMENT

Programmed the user interface and user experience of a website that aims to automate report cards in Barangka Elementary School using CSS and HTML.

GAME DEVELOPMENT

Created a Python based game, co-created a Java based game called Cell Warz that can be played over a Local Area Network, and co-created Synesthesia Drive which is a Unity based game that aims to visualize music information.

ANDROID DEVELOPMENT

Designed the user interface and user experience of a mobile application called The Ateneo Student Guide using Android Studio for an application used to help and guide Ateneans using Android Studio.

Leadership Experience

Computer Society of the Ateneo

Gigabite | Project Head (November 2017):

Ensured that all necessary outputs such as the venues, food, logistics, and risk plans were all delivered by the core team in time for an end of the semester get-together event for the organization. Exceeded the anticipated 30 people and received very positive feedback from the attendees, program director of the Digital Game Design and Development course, and the organization moderator.

Multiple Events | Promotions Head (September 2017 - September 2018)

Conceptualized and executed the promotional materials of 5 project events, using various technical skills in illustration and graphic design through software like Adobe Illustrator and Photoshop.

Skills and Proficiencies

HARD SKILLS:

Java Programming (5 Years), Python Programming (5 Years), C++ Programming (4 Years), 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