

# Elise Gabriel T. Escalaw

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## WORK EXPERIENCE

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### Software Engineer, ReactJS Front-End Developer

August 2021 – Present

*DemandScience*, Bonifacio Global City, Taguig

- Developed screens and managed the front-end group of interns for a data-driven revenue intelligence platform that aims to increase revenue performance and improve efficiency by optimizing the entire customer lifecycle
- Formulated the accuracy computation of an internal reporting tool that assesses data quality and use higher quality contact data to generate better campaign outcomes and higher revenue
- Handled a platform that uses first party data across thousands of domains and leverages quality content curated by experts to target buyers that express interest on a business offering

### Quality Assurance & User Experience Analyst Intern

May 2019 – August 2019

*The Studio of Secret 6, Inc.*, Ortigas Center, Pasig

- Recorded defects in projects as measured by a provided test list dictated by daily scrum meetings of 5 analysts, by composing structured Jira tickets and delivering them to a database.
- Performed tests that ascertained the integrity of the current build of the project that eventually got deployed and reached more than 50,000 downloads with a rating of around 3.4/5.0, through various tried and tested means like smoke, feature, and stress testing on top of exploratory testing when tasks are finished in advance.

## DEVELOPMENT EXPERIENCE

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### 3D MODELING AND ANIMATIONS

January 2021 – June 2021

*Languages: Blender*

- Designed and animated a stormy sea encounter between a Viking and a sea serpent featuring fully textured and rigged models on a simulated ocean.
- Converted a 2D house concept into a 3D model rendition while strictly maintaining the artist's original vision.

### GAME DEVELOPMENT

November 2016 – May 2021

*Languages: Python, Java, C#*

- Programmed a maze game that could be played by providing 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 style and user interface of Synesthesia Drive, a music action game that visualizes music information as well as implement them through Unity and Blender.

### WEB DEVELOPMENT

April 2021 – July 2021

*Languages: CSS, HTML, JavaScript,*

- Achieved 1<sup>st</sup> place with awards for Completeness and UI/UX by competing against an international pool from 3 different countries during a 2-day hackathon event by OpenSource called *DevStart: A Hackathon for Everyone*.
- Led my team in using a structured workflow of conceptualization, application, and testing and programmed the animation and footer that contained the lasting impression of the website.
- Delivered the final pitch to the panel and discussed the framework behind the design decisions which include the overall meaning and message the website wanted to convey to its users.

## EDUCATIONAL ATTAINMENT

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### Bachelor of Science, Computer Science

May 2020

*Ateneo de Manila University*, Quezon City, Metro Manila

GPA: 3.11/4.00

### Bachelor of Science, Digital Game Design and Development

June 2021

*Ateneo de Manila University*, Quezon City, Metro Manila

GPA: 3.14/4.00

## SKILLS & PROFICIENCIES

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**Hard Skills:** Java (5 Years), Python (5 Years), C++ (4 Years), Adobe Illustrator (2 Years), CSS (1 Year), HTML (1 Year), JavaScript (1 Year), Figma (5 Months), Blender (3 Months), Go (3 Months)

**Soft Skills:** Good Communication, Fast Learner, Inquisitive, Time Management, Adaptable, Creative, Collaborative, Self-Supervising