

Elise Gabriel T. Escalaw

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WORK EXPERIENCE

Software Engineer, 3D Design Senior Analyst

August 2022 – September 2023

Accenture, Inc., Bonifacio Global City, Taguig, Philippines

- Guided a team of 12 3D developers in producing well-optimized assets for a virtual reality work platform produced by Microsoft with hundreds of millions of users.
- Integrated numerous assets from Blender to Unity, applied proper materials, collisions, and lighting to several scenes, and exported them to the target platform while ensuring efficiency, robustness, and seamlessness.
- Presented end-of-sprint deliverables to clients to illustrate holistic overviews of the team's progress and document any fixes and improvements to ensure proper alignment with the target dates.

Software Engineer, ReactJS Front-End Developer

August 2021 – August 2022

DemandScience, Bonifacio Global City, Taguig, Philippines

- 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 uses 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.

DESIGN EXPERIENCE

USER EXPERIENCE AND USER INTERFACE DESIGN

September 2023 – Present

Software Tool: Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Adobe Audition, Figma, Miro

- Led a group of 5 artists in developing a mobile application prototype while applying proper design strategies by implementing a rigid ideation phase consisting of empathy maps, wireframes, six thinking hats, and information architecture diagrams prior to designing the application.
- Designed a brand book of 6 icons depicting mythological creatures across 6 different cultures using the golden ratio and accessible pantone colors.

WEB DEVELOPMENT

April 2021 – July 2021

Languages: CSS, HTML, JavaScript,

- Achieved 1st 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

Bachelor of Science, Computer Science

May 2020

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

GPA: 3.11/4.00

Bachelor of Science, Digital Game Design and Development

June 2021

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

GPA: 3.14/4.00

SKILLS & PROFICIENCIES

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 (1 Year), Adobe Photoshop (7 months), Adobe InDesign (4 months) Blender (3 Months)

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