# Elise Gabriel T. Escalaw

linkedin.com/in/egtescalaw | gabeescalaw.github.io/resume/

elise.escalaw@gmail.com | +63 932 847 0057

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

*Secret 6, Inc - Quality Assurance User Experience Analyst*

Intern (June 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

Won 1st place with an additional 2 awards in an International Hackathon event by OpenSource called DevStart: *A Hackathon for Everyone.* Languages used were CSS, HTML, and JavaScript.

ANDROID DEVELOPMENT

Managed 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.

*FRONT END DEVELOPMENT*

Managed the user interface and user experience of a website that aims to automate report cards in Barangka Elementary School.

*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.

## 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