

MARK ESCOBEDO

(Contact for mailing address)

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http://www.markescobedo.com

Versatile, passionate and experimental individual who finds creative solutions to difficult problems. Focus on code optimization and a standard of excellence for all work.

SKILLS:

Java	Javascript	HTML5	C#	PHP	MySQL
Scrum	MVC	REST API	AngularJs	Microsoft Visual Studio	C++
Python	Unix	Eclipse IDE	Git	SVN	Xcode
ASP .NET	CSS	XNA	NetBeans	Scalable Systems	Unity

NOTABLE ACCOMPLISHMENTS:

- 🕒 2012 UCSC Sammy Awards: **Design Innovation Award** for “Firewall”.
 - 🕒 Runner up for Grand Prize. Nominated for Technical Achievement Award and the Audio Award
 - 🕒 Responsible for programming weapons and other gameplay logic. Designed and implemented all particle effects, and programmed the 2D collision detection system for this 2D top down action strategy game <http://www.firewallgame.com>
- 🕒 2007 FIRST Robotics Vex League: **National Champion**
 - 🕒 Worked with a team to design, build, and implement a robot using the VEX Educational Robotics Design System. Focused primarily on design and building, with some programming.

EDUCATION:

University of California - Santa Cruz 1156 High St. Santa Cruz, CA, 95060
BS Computer Science: Computer Game Design June 2012

High Tech High International 2855 Farragut Rd. San Diego, CA, 92106
High School Diploma June 2008

WORK EXPERIENCE:

Santa Clara County Water District Contractor Morgan Hill, CA Feb. 2014 – April 2014
Responsibilities:

- 🕒 Hired to create a game using HTML5 that will engage students countywide and teach them to be conscious of trash going down storm drains
- 🕒 Worked on the entirety of the game, art, and sound effects

Dragon Research and Engineering Junior Engineer San Diego, CA July 2013 - Sept. 2013
Responsibilities:

- 🕒 Military contract work, working server-side on a rapid information reporting system
- 🕒 Fixing bugs and implementing feature requests, working with Java and Javascript

Disney Mobile Back-end Intern Palo Alto, CA July 2012 - May 2013
Responsibilities:

- 🕒 Leading development on a high traffic server to process customer acquisition requests using HTTP
- 🕒 Working with advertising partners to implement their REST API requests, implemented with Java