

MARK ESCOBEDO

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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:

AngularJs	Eclipse IDE	Java	NetBeans	REST API	Unity
C++	Express	Javascript	Node.js	SVN	Unix
CSS	Git	MVC	PhoneGap	Scrum	WordPress
Cordova	HTML5	MongoDB	Python	SublimeText	XNA

WORK EXPERIENCE:

Keystoke Inc. **Lead Developer** **Austin, TX Aug. 2014 – Present**

Responsibilities:

- ⌚ The sole developer for a multitude of MEAN stack projects for our business clients
- ⌚ Works with Cordova, Ionic, & WordPress on a variety of projects for mobile and web
- ⌚ Created the company's premier product, the Sandbox app, which can be viewed at beta.keystoke.com
- ⌚ Communicates with clients so that their projects can be implemented flawlessly
- ⌚ Learns new programming languages as needed so client's applications can be created using the language that works best for their goals

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 solo on the entirety of the game, art, and sound effects
- ⌚ Play the game at markescobedo.com/ordtd

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

EDUCATION:

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