

MARK ESCOBEDO

(contact for mailing address)

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markescobedo.com

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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