Joaquin O. Escarraga

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EDUCATION

De La Salle University-Manila (DLSU) - Bachelor of Science in Computer Science with specialization in Software Technology, August 2023
Honors/Awards: Nominee for Most Outstanding Thesis Award (September 2023), Consistent Dean's Lister
GPA: 3.2320/4.0000

EXPERIENCE

Helping Youth Transcend Foundation Inc.: Klassic Group of Companies, San Juan City
Technology Intern, June 2023 - August 2023
● Implemented a web scraping system by using Selenium Python
● Assisted in improving the website UI developed under the company through the use of Figma, HTML, CSS, and JavaScript
● Researched and developed ways to improve the implementation of the websites under the company

SKILLS

Frontend | HTML, CSS, Bootstrap, Tailwind CSS
Backend | C#, Java, JavaScript, Python, Kotlin, and C
Technological Applications | Game Development (Unity), Mobile Development (Android Studio)
Developer Tools | Git, npm, Agile Scrum Methodology
Soft Skills | Attentive to details, Project Management, Problem-solving, Adaptability, Time Management, Communication, Leadership
Languages | English (Fluent), Filipino (Fluent)

ACADEMIC PROJECTS

Kwento ng mga Nilalang
● Developed a 2D Procedurally Content Generated serious game for learning Philippine Mythical Creatures as an undergraduate thesis through the use of the Unity game engine
Digislash
● Created a top-down serious game alongside two developers about functions in programming using the Unity game engine
Onlyfriends
● Developed a chat application alongside two developers through Android Studio and Kotlin utilizing the features of Firebase's authentication, real-time database, and notifications

CONFERENCE PRESENTATION

Kwento Ng Mga Nilalang: Developing a 2D Roguelike Game for Learning Philippine Mythical Creatures, LARO Conference 2023 (August 18, 2023) - SMX Convention Center, Pasay City
● A serious game using Game-Based Learning, Unity game engine, and outcome-based methodology to promote knowledge of Filipino mythical creatures. Conducted controlled experiments with university students aged 18 to 23, analyzing game effectiveness through Mann-Whitney U Test, paired samples t-test, and MEEGA+ model.

CAMPUS ORGANIZATION EXPERIENCE

Director for Project Activities and Management, DLSU PRISM (2022 - 2023): Developed projects and activities for the organization with the help of the eight executives
EmpowHER 2021 Project Head, DLSU SPRINT (2021): Spearheaded an event alongside two co-heads a college-wide event that promotes the contributions and achievements of women in the field of technology
Executive Secretary, DLSU Computer Studies Government (2019 - 2020): Administered the documentation tasks to the two executives under the documentation committee