# **EARL ESCUETA**

# SOFTWARE ENGINEERING | WEB DEVELOPMENT | APPLICATION DEVELOPMENT

CONTACT: 909.896.9840 • eescueta@g.ucla.edu • https://earlescueta.com

#### PROFESSIONAL PROFILE -

- Performance-driven software engineer and user-focused web developer, instrumental in creating best fit, high-quality solutions.
- Deliver value as a recognized problem solver, expert programmer/coder, and motivated learner with success in implementing new features and reducing support issues. Excel in demanding, fast-paced work settings, consistently meeting deliverable requirements.
- Excellent communication and interpersonal skills enhance ability to cross-functionally collaborate with diverse teams and disciplines, establishing productive partnerships. Applied experience with both Agile and Scrum.
- <u>Technical Skill Set:</u> HTML CSS JavaScript jQuery AngularJS Web services C C++ C# ASP.NET Common Linux utilities (Git, vim, ssh, etc.) Adobe Photoshop MySQL, PHP

### **CORE COMPETENCIES -**

Programming | Coding Customer-Facing Web Properties Agile | Scrum

Website Content Layout Design/UX Multidisciplinary | Interdivisional Collaboration Debugging | Problem Solving

### PROFESSIONAL HISTORY -

### Application Developer | INTEL CORPORATION, Phoenix, AZ

07/2015 - present

- Successfully implemented various UI changes, bugfixes, and new features to the .NET content creation tool, adhering to DITA XML standard, using C#, JavaScript, AngularJS, and jQuery.
- Facilitated data clean up and website deployment by writing and maintaining automated jobs.
- Addressed 80% of second-level support tickets by implementing a password reset function for an application.
- Allowed users to leave content-related feedback by designing and developing a feedback feature.
- Drove swift resolution of user problems by providing application support.

# Web Developer/Design Intern | UCLA HEART PROTEOMICS AND SIGNALING LABORATORY, Los Angeles, CA 09/2014 - 06/2015

- Created a survey page to collect user responses to questions and subsequently insert information into a database.
- Enabled the visualization of interactions between various proteins by building an interactive graph based on Cytoscape.js.
- Designed the content layout for the UCLA BD2K Center website at heartbd2k.org.
- Seamlessly migrated features from a .NET backend application to JavaScript.
- Facilitated developers in filling new pages with content by defining Thymeleaf page templates.

### Intern | SHODOR EDUCATION FOUNDATION INC., Durham, NC (Remote)

09/2013 - 06/2015

- Enabled hpcuniversity.org users and administrators to submit educational training materials and career listings for educators by leveraging MySQL/PHP to implement several features.
- Enhanced website effectiveness by designing a media page to capture and display recent site updates; created tools to facilitate site administrators in managing page content.

# Web Development Intern | UNIFIED GROCERS, Commerce, CA

06/2014 - 08/2014

- Simplified picture uploading and downloading for 95,000+ retail products by developing a C#/ASP.NET MVC web application.
- Improved ease of product image searches by writing stored procedures and altering database tables.

# Student Assistant | XSEDE, Durham, NC (Remote)

06/2013 - 09/2013

- Created training roadmap of high-performance computing educational materials on hpcuniversity.org, using HTML/CSS/JavaScript.
- Supported site users in providing roadmap-related feedback by developing a user feedback form with PHP.

# SIDE PROJECTS -

- Mixxx: implemented a feature for open source Mixxx DJ software, allowing the application to switch interfaces for 2-in-1 laptop/tablets.
- MoonRunner: a WebGL-based game where players avoid obstacles for as long as possible to achieve a high score.
- Piano Battle: a team-built, multiplayer Android application created with Unity, allowing piano challenges between players.
- Ascend at UCLA Website: created, designed, and maintained the club's first website with HTML/CSS/JavaScript/jQuery.

# **EDUCATION & PROFESSIONAL DEVELOPMENT -**

Bachelor of Science in Computer Science, University of California, Los Angeles, GPA: 3.2 (2011 - 2015)