Cristobal Escobar

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SUMMARY OF QUALIFICATIONS

- Computer Science Major with a strong interest in Software Engineering and AI&ML.
- Experienced in full-stack development and collaborative software projects, with a focus on performance optimization and user-friendly design.
- Bilingual, proficient in C, C++, C#, JavaScript and Python, exposed to Linux environment, experienced in Flask, SQLite, HTML and CSS.

EDUCATION

Bachelor of Science in Computer Science; GPA 3.2
Washington State University, Pullman, WA December 2025
Key Topics: Software Engineering, AI & ML, Cybersecurity, and Computer Graphics.

SKILLS & ABILITIES

Languages: C/C++, C#, Python, JavaScript, Haskell, Postscript, SQLite/MySQL, HTML, CSS, Flask
Frameworks & Libraries**:** Pyeda, Pandas, Numpy, WebGL
Development tools: GBD, GCC, VSCode, R, Matlab, VirtualBox, Kali & Ubuntu Linux.
Security & Networking Tools: nmap, Metasploit, Wireshark, John The Riper
3D Tools: Autodesk Maya, Blender, Unity

PROJECTS

Dog Breed Classification September 2025 – December 2025
https://github.com/Gilad28/437-Cpts

- Developed multiple models for dog-breed classification, including CNNs, KNN with HOG features, Decision Trees, and Random Forests.
- Performed training, testing, and evaluation on a multi-class dataset, comparing model accuracy, runtime, and overfitting behavior.
- Implemented hyperparameter tuning to improve performance.

WSU Food Pantry Database Project August 2025 – December 2025
https://github.com/WSUCptSCapstone-S25-F25/-mda-unity3dapp-/tree/fiz-project

- Engineered a scalable backend system using MySQL + Flask, enabling reliable data tracking for pantry inventory, visits, volunteers, and administrative workflows.
- Created SQL schemas, data pipelines, and unit/integration tests to ensure functionality met client and stakeholder requirements.
- Delivered a working backend used for demonstrations, client testing, and future expansion.

Metal Whiskers Simulation January 2025 – May 2025
https://github.com/WSUCptSCapstone-S25-F25/-mda-unity3dapp-

- Continued development of inherited Unity/C# simulation modeling PCB failure via Monte Carlo analysis.
- Debugged key simulation crashes and implemented UI fixes to improve usability and stability.
- Set up Unity Test Runner and implemented initial unit tests for simulation and collision logic.
- Collaborated in Agile sprints with a team, delivering progress updates to the clients.

OTHER EXPERIENCE

Voiland Peer Network Mentor / VCEA August 2024 – May 2025

- Mentored first-year and transfer students, easing their transition into campus life and academics.
- Held regular check-ins to share study tips, encourage collaboration, and build community.
- Strengthened leadership, communication, and peer-support skills through training and mentoring.