Nick Escobar

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Education

Occidental College –   *Aug 2018–May 2022*
Los Angeles, California
Bachelor of Arts
Major in **Computer Science**
Minors in **Studio Art** and **Media Arts and Culture**
Relevant Courses

COMP 229	*Data Structures*	ARTS 101	*Drawing Fundamentals*
COMP 239	*Computer Organization*	ARTS 107	*Digital Photography*
COMP 277	*Game Design*	ARTS 301	*Writing Art and Writing as Art*
COMP 349	*Robotics*	MAC 247	*Animation Fundamentals*
COMP 355	*Full Stack Web Development*	MAC 250	*Emerging Cinematic Media*
COMP 371	*Mobile Apps*	MAC 250	*The Video Essay*
COMP 379	*Operating Systems*	MAC 260	*Introduction to Game Studies and Culture*
COMP 395	*Data Science and Visualization*	MAC 320	*Advanced Narrative Practices*

Work Experience

Capital Camps and Retreat Center —   *Jun–Aug 2021 and 2022*
Outdoor Adventure Program Assistant Coordinator

- Assisted in management and coordination of the Outdoor Adventure Program at an overnight summer camp
- Worked in a fast-paced, constantly changing, and fluid environment, where being able to adjust and pivot quickly was essential to adapt to the frequently changing schedule and needs of campers
- Worked with kids of all ages and abilities on several programs, including the Ropes Course, Campout, Cookout, Nature and Farming programs
- Managed 6-12 Outdoor Adventure staff and assisted the Area Coordinators, including care for logistical needs around camp and for Outdoor Adventure Program areas
- Successfully planned and ran all campouts for every age group, which needed to be reworked to accommodate for COVID restrictions
- Worked on the Ropes Course as a facilitator and program leadership, helping to train and organize staff and counselors-in-training, oversee the Ropes Course and safety protocols, work with camp leadership and make quick decisions, among other responsibilities
- Called on and trusted to perform important duties and respond to emergencies, including finding missing people, driving in crises, and dealing with dangerous situations
- Established the Cookout Program, cooking hundreds of meals for smaller groups by the farm, mostly using a self-made, wood-fire pizza oven and gas burners, and organizing and cooking meals by campfire in cauldrons for 100+ people on large group campouts
- Designed and executed the first elective campout at camp for twenty-four 8th- and 9th-graders. The experience was made for campers who wanted an involved, engaged adventure, and included a nearly 3 mile hike created and marked for the campout

Capital Camps and Retreat Center —   *Jun–Aug 2018–2020*
Ropes Specialist
- Camp counselor specializing in facilitating on the camp's ropes course and running off-camp campouts as a part of the Outdoor Adventure Program
- Led groups from grades K-12 through team building activities and high-ropes elements like ziplines and challenge towers
- Supervised the 8th- and 9th-grade boys in my cabin
- Staffed several campouts and helped to cook for 100+ people, assemble tents, and more
- On call 24/7 – responsible for children at all times, always available and always ready to help when needed
- Worked with 12th-grade counselors-in-training, training them to be counselors in cabin and to work on the ropes course
- The Adventure Guild trained in facilitating groups in team-building and on challenge course elements

Skills

Full stack web development, UI/UX design, game development and design, HTML, CSS, Javascript, node.JS, React, Python, Java, Kotlin, mobile app development, Arduino and Raspberry Pi, shell scripting and terminal use, Unity, Godot, graphic design, asset design, digital photography and editing, video production and editing, animation, screenwriting, Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro, Blender, high and low ropes course facilitation, trail-blazing, wood-fire pizza-oven and fireside cooking, team building, working with children, staff management

Projects

Branches: a Game of Choice and Agency – 2021
GitHub: github.com/nickesc/BranchesGame

A game that aims to create a feeling of agency for the player through the use of choice and branching narrative; made with Unity, Blender, Adobe Photoshop, Adobe Illustrator and more

The 4chan Algorithm – 2021
YouTube: youtu.be/BRLFcgFcmIw

A desktop documentary about the imageboard 4chan, exploring questions of how the site's toxic nature is encouraged by the use of anonymity and by the site's policies; made with Adobe Premiere Pro

Starfish – 2023
GitHub: github.com/nickesc/projectStarfish

A small, physics-based game with a simple premise: throw the Starfish as far as you can before the timer runs out; made with Godot, Adobe Photoshop, Bfxr and more

The Poets Are Coming – 2022
YouTube: youtu.be/Qajr-cAGY2Q

A hand-drawn animation using audio from a 1959 protest-poem by Lawrence Lipton as voiceover; made with an Apple Pencil on Adobe Fresco and with Adobe Premiere Pro

My Girlfriend is Curious – 2022
GitHub: github.com/nickesc/My-Girlfriend-is-Curious

A portable widget for my website that displays my current Spotify activity; made with HTML and vanilla JavaScript using the Spotify API

Dan – 2022
YouTube: youtu.be/UCCgr_uYzs4

A short, stop motion animation about a curious computer; made with DragonFrame and Adobe Premiere Pro

The BumbleBee – 2023
GitHub: github.com/nickesc/bumblebee

A portable word game generating device based on *The New York Times* Spelling Bee; built with a Pico LiPo and a Pico Display Pack, programmed in CircuitPython

CCRC NE Loop – 2022
AllTrails: nickesc.github.io/CCRC-NE-Loop

A rigorous trail designed and marked for use by Capital Camps and Retreat Center. The hike loops around the entire campus on new and revitalized trails