Nick Escobar

[Phone] (+1 (240) 543-8574)
[Email] (nick@nescobar.media)

[Portfolio] (nickesc.com)
[Github] (github.com/nickesc)
[Website] (nickesc.github.io)

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 - Outdoor Adventure Program Assistant Coordinator   *Jun–Aug 2021 and 2022*
- Worked for two years helping run the Outdoor Adventure Program at a summer camp, covering the Ropes, Campouts, Cookouts, Nature and Farming Programs, and worked with kids of all ages in each area, as well as managing the Outdoor Adventure staff, assisting the area Coordinator, and taking care of logistical needs around camp
- Successfully planned and ran nearly all campouts for every age group, which needed to be redone to be on-campus in order to accommodate COVID-restrictions
- continued to work on the Ropes Course as a facilitator and as program Leadership, helping to train and organize other staff, work with administration, and oversee safety protocols among other responsibilities
- Helped pioneer the Cookout Program, cooking over 100 alternate meals for smaller groups by the farm, mostly using a self-made pizza oven and gas burners, and organizing and cooking meals in enormous cauldrons for 100+ people on campouts

Capital Camps and Retreat Center - Ropes Specialist   *Jun–Aug 2018–2020*
- Worked for three years as a camp counselor, specializing in facilitating on a ropes course and helping on campouts
- Spent the day leading groups from grades K-12 through team building activities and high-ropes elements like ziplines and challenge towers, and looking after the 8th- and 9th-grade boys in my cabin
- Staffed some campouts and helped to cook for 100+ people, put up tents, light campfires and more
- Went to online camp in 2020 during the pandemic, worked camp-from-home
- Adventure Guild trained in facilitating groups in team-building and on challenge courses

Skills

Full stack web development, UI/UX design, HTML, CSS, Javascript, node.JS, React, Markdown, Python, C, C#, Java, Kotlin, Android Studio, Jupyter Notebooks, Arduino and Raspberry Pi, basic circuit design, terminal use, game development and design, Unity, GameMaker Studio2, drawing, graphic design, digital photography and editing, asset design, Adobe Illustrator, Adobe Photoshop, Blender, video production and editing, animation, Adobe Premiere Pro, Adobe After Effects, DragonFrame, screenwriting, high and low ropes course facilitation, team building, group cooking, working with children, staff management and planning.

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

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

Gmail Explorer – 2022
[GitHub] (github.com/nickesc/GmailExplorer)

    A series of Jupyter Notebooks that fetch and analyze every email I've ever gotten; made with the Gmail API, Pandas, Seaborn and more

ScaredyBot – 2022
[GitHub] (github.com/nickesc/scaredyBot)

    A robot programmed to run away from people by sensing motion; made with a Raspberry Pi and an iRobot Create2, programmed in Python

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

The Ophelia Project – 2021
[Portfolio] (nickesc.com/scripts)

    The first act of a feature-length script and final treatment for a fantasy-adventure movie on the high seas.

Dan – 2022
[Youtube] (youtu.be/UCCgr_uYzs4)

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

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