

Nick Escobar

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Website: <https://nickesc.github.io> | Github: <https://github.com/nickesc> | Art: <https://nickesc.com>

EDUCATION

Occidental College —

Los Angeles, CA

Bachelor of Arts in Computer Science

Minors in Studio Art and Media Arts and Culture

Relevant Course Studies: Full Stack Web Development, Mobile App Development, Game Design, Robotics, Data Science, Operating Systems, Data Structures, Animation, Screenwriting, Experimental Media

EXPERIENCE

IT/Website Coordinator —

June 2023-Present

Project Create | Washington, DC

- Manage Project Create's digital infrastructure, including website management, IT administration over the organization's digital platforms and software/hardware troubleshooting as an independent contractor
- Responsible for maintaining, updating and deploying the [Project Create Wordpress site](#), including designing, building and updating pages, optimizing loading times, handling requests for additions and managing the backend
- Researched and implemented new digital asset management and password management tools for the organization, overseeing their integration, leading multiple trainings on the platforms for staff and acting as the admin for both

Website Developer —

August 2023-Present

Nick Escobar, Freelance | Rockville, MD

- Design and develop visually appealing, user-friendly websites for individuals and organizations, while managing website deployment and setting up clients' digital infrastructure, including Google Workspace and domain names
- Work closely with clients to plan and design the website to their needs, emphasizing clear communication with frequent updates, regular meetings and comprehensive project plans outlining timelines, milestones and deliverables

Creative Director —

November 2020-Present

N. Escobar Media | Rockville, MD

- Founded N. Escobar Media, a small independent production studio building innovative digital experiences using a wide variety of tools
- Built and released 8 solo projects, including: [Starfish](#) — a small physics game, [The BumbleBee](#) — an extensively documented hardware project, and [The Poets Are Coming](#) — a hand-drawn voiceover animation, acting as designer, developer, director, writer, animator and project manager
- Worked with a number of different media and technologies, including hardware and software development with Python and CircuitPython, video production in Adobe Premiere Pro and game development with Unity and Godot

Program Assistant Coordinator —

June–August 2021 and 2022

Capital Camps and Retreat Center | Waynesboro, PA

- Assisted in management, training and coordination of the Outdoor Adventure Program at an overnight summer camp; supervised 6-12 staff and oversaw the Ropes Course, Campout, Nature and Farming programs
- Worked with staff and campers of all ages and abilities in a fast-paced, chaotic environment while maintaining effective communication and leadership
- Successfully planned and ran all campouts (8-10 per year), and designed and executed the first elective campout for 24 eighth- and ninth-graders, including creating a nearly 3-mile trail for them to hike

SKILLS

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|------------------------------|---|-----------------------|
| • Full stack web development | • Python | • Animation |
| • UI/UX design | • C | • Screenwriting |
| • HTML & CSS | • Bash & Zsh | • Adobe Illustrator |
| • Javascript | • Raspberry Pi, Arduino & CircuitPython | • Adobe Photoshop |
| • Node.js | • Git | • Adobe Premiere Pro |
| • React | • Game Development | • IT Administration |
| • Wordpress | • Technical Documentation | • Website Maintenance |