Pablo Escriva

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https://github.com/pabloegpf1

PROFILE

Computer Science and Business Management student from Madrid, Spain. I am passionate about technology and willing to expand my knowledge in software development. Fast learner, I enjoy working as a team member as well as independently.

TECHNICAL SKILLS

JavaScript, Node.js, Express	Git	Java	HTML/CSS
	Unity	C	Unix/Linux
PostgreSQL	Swift	C#	Assembly (MIPS32)

EDUCATION

San Francisco State University

Computer Science, Business (San Francisco, CA)   August 2018 - June 2019

Universidad Carlos III de Madrid

Computer Science, Business (Madrid, Spain)   September 2015 - Now

EXPERIENCE

Web development internship, IMDEA Networks (Madrid, Spain)   Summer 2019

Development of a new digital repository with a database to store scientific research data including text, video and audio.

Teacher Assistant: Computer Networks, San Francisco State University (San Francisco, CA)   Spring 2019

Conducted labs with tools such as Wireshark and NS simulator, graded midterms and projects for professor Jung-Yup Kang's CSC 645/745 class.

Business management internship, Arenas Entertainment (Los Angeles, CA)   Summer 2017

Assisted CEO in his daily tasks, partnered with controller to manage the company's accounting.

PROJECTS

Jump (San Francisco, CA)   March 2019   https://github.com/pabloegpf1/Jump

Learned basics of Unity and C#, as well as advanced tools to model 3D objects and scenes such as ProBuilder and ProGrids.

Class Project: GatorList (San Francisco, CA)   Fall 2018   https://github.com/pabloegpf1/GatorList

Led a team of 7 people to launch a buy and sell online platform using modern software engineering tools.

UNO Multiplayer online game (San Francisco, CA)   Fall 2018   https://github.com/pabloegpf1/Uno

Built an Express app using socket.io for real time event-based communication.

LANGUAGES

English (TOEFL, Cambridge CAE)   Spanish (Native Speaker)