

Michael Escalona

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EDUCATION

Florida International University

August 2022 - December 2025

Computer Engineering BS, Mathematical Sciences MN

GPA: 3.69 / 4.00

Relevant Coursework

Programming II, C++ Prog Emb Sys, Discrete Math, Logic Design I, Multivariable Calculus, Differential Equations, Physics w/Calc II, Intro to Linear Systems

EXPERIENCE

Florida International University

August 2024 - Present

Learning Assistant

- Facilitate a learning environment in both one-to-one and large group settings
- Communicate with students and professors effectively increasing student success
- Foster an interest in mathematics through education

Musical Miami

June 2019 – July 2020

Volunteer Violin Tutor

- Organize educational and engaging material for 50+ students
- Garner an interest in classical music increasing attendance rates by 5%
- Educate children in the arts

PROJECTS

Real-Time Chat Application

- Developed a real-time chat app featuring user authentication, chat room creation, chat log storage and retrieval, as well as image and file support using: Node JS, React JS, and ChatEngine.io.
- Implemented a responsive front-end using JavaScript, CSS, and JSX, deployed the app on Vite + React, ensuring seamless real-time communication and access to saved chat logs.

2D Platformer Game

- Developed a 2D platformer game in Unity using C#, featuring player controls, animations, multiple levels, and interactive elements like enemies and power-ups.
- Designed engaging levels, implemented sound effects and UI elements, and ensured smooth gameplay and performance across various devices.

Financial System (Cash Register)

- Developed a basic financial system simulating a cash register using Java, allowing users to input monetary values to redeem items and receive a transaction summary.
- Implemented features to calculate and display balances, necessary refunds, and transaction details, ensuring accurate and user-friendly financial interactions.

TECHNICAL SKILLS

Languages: Java, C++, C#, Python, JavaScript

Frameworks: Unity, React JS, Node JS