

Michael Escalona

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EDUCATION

Florida International University

August 2022 - December 2025

Computer Engineering BS, Mathematical Sciences MN

GPA: 3.70 / 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

Portfolio Website

- Crafted a visually appealing and responsive portfolio website utilizing CSS, HTML, and JavaScript, in order to showcase my passion for software engineering.
- Utilized CSS techniques in order to create user-friendly interface, which allowed for seamless navigation and accessibility across multiple devices.

Inventory Management System

- Developed an inventory management system using JavaScript, CSS, Firebase, and Next.js, which utilized user authentication to create new personalized inventories.
- Designed a basic intuitive design which allowed for the adding and removal of items in real-time as well as utilizing Firebase to save these inventories for later use by the authorized user.

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.

TECHNICAL SKILLS

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

Frameworks: Unity, React JS, Node JS, NextJS, Firebase