

Philip Escobedo

Software Development

Contact

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Education

B.S. in Computer Science, The University of North Texas (Graduated Dec 2016)

Personal Projects

Portfolio and code samples at Pipmix.com

Analytics Tool	A Linux server program that captures user input and translates the data via UDP packets to a Win32 client with a real time GUI.
.NET Site	A website using the frameworks ASP.NET, Entity Framework and MySQL to showcase the Azure platform.
DirectX Game	A top-down 2d game with custom map loader, uses the microsoft libraries DirectX, XInput, and XAudio2.
DirectX Engine	A custom 2d/3d game engine used to prototype ideas, with custom model importer, and object manager.
PHP site	My personal project website used to demonstrate HTML/SASS/PHP/MYSQL.
NoSql database	A website project in Python that uses the frameworks Bottle, pymongo, jQuery, and bootstrap.

Skills

Languages: C/C#/C++, Python, JavaScript, HTML/CSS/SASS, PHP
Frameworks: DirectX, Win32, .NET, ASP.NET, Entity Framework, MySql, MongoDB

Work Experience

Contract Environment Artist - *Junction Point Studios* - 05.12 - 09.12
Artist 3 - *Rockstar Games San Diego* - 11.06 - 10.09
Contract Artist - *Ensemble Studios* - 7.06 - 9.06

