

# Jacob Ugalde

Creative Programmer | Los Angeles, CA

## Work Experience

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### Freelance Web Designer (Los Angeles) Fall 2020 – Present

- Built and designed websites for clients on Squarespace and WordPress
- Independently led; coded additional styles and features from scratch
- Maintained regular client communication to ensure accuracy and timely satisfaction

### Contributor, From The Intercom (Los Angeles) Summer 2020 – Present

- Wrote music and film reviews for online Asian media publication and zine
- Managed Twitter account; interacted with public and published announcements online
- Conferred with publicists to produce exclusive press reviews alongside new releases

### Sound Board Operator, Pangeekery (Los Angeles) February 2020 – March 2020

- Operated virtual sound board mixing 4-5 mics for live podcast recording and streaming
- Set up and took down set, mics, and wires each session; gaffed cables when necessary

### Software Developer, General Atomics (San Diego) July 2018 – June 2019

- Designed, engineered websites for visualizing data; deployed on servers and Raspberry Pi
- Developed visuals to demonstrate to clients at NASA the accuracy of another team's machine learning model; compared real-time AI predictions to actual results
- Coordinated meetings between clients and managers to delineate development plans
- Showcased products while addressing efficiency and opportunities for improvement
- Conferred with managers on a daily basis following Agile-based methodology

## Project Experience

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### OwO Bot, Creator Spring 2020 – Summer 2020

*Twitter bot created using JavaScript, JSON, Twitter API, Uptime Robot, and glitch.io*

- Assembled a complete and autonomous bot using various microservices to post online
- Regularly monitored status and online feedback; updated code as necessary

### cobumusic, Musician January 2020 – Present

*Independent music projects and collaborations on Bandcamp and Soundcloud*

- Learned sound design, audio production techniques, and best practices on professional software
- Collaborated with others on podcasts, song experiments, game soundtracks, and covers

### Paint The Town, Game Designer/Programmer Fall 2017 – Spring 2018

*Multiplayer VR game created in Unity/C# for Oculus Rift*

- Developed movement, user interaction, UI, and online networking; learned custom shaders
- Collaborated in a group of 10 to design and implement gameplay for a 3-player painting game mapping players to RGB values

### Put On A Show, Artist Spring 2018

*Rhythm game installation made with Unity, Makey Makeys, and conductive fabric*

- Adapted exhibit space to an inverted arcade-style setup; reconfigured projector & laptop I/O
- Choreographed and programmed animation for a 3.5 minute song

### Bubbles: Agents of Change, Technician Spring 2018

*Digital art exhibit on temporary display at the Birch Aquarium in La Jolla, CA*

- Worked with professors and peers on a temporary exhibit on the science of bubbles
- Constructed a network of Raspberry Pi's and Arduinos via Python to sync and respond to input

## Contact Details

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**Email:** jacobmugalde@gmail.com

**Website:** jacobmugalde.com

**LinkedIn:** jacob-ugalde

## Education

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**University of California, San Diego** **Graduated June 2018**

- BA in Interdisciplinary Computing and the Arts; Minor in Computer Science
- Provost Honors (2014-2018)
- GPA: 3.57

**UCSD Study Abroad (Popular Culture in Japan)** **Summer 2017**

- Examined popular culture with a focus on visual culture and technology

## Languages & Engines

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C/C++/C#

CSS/HTML

JavaScript/jQuery

Java

Python

SQL/PostgreSQL

Processing

Unity

Twitter API

TwinCAT 3

## Tools & Environments

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Git

Scrum/Agile

MS Visual Studio

Eclipse

Windows 10

UNIX/LINUX

Raspberry Pi

Arduino

PyTTY