VINCENT ESCUETA

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PROFESSIONAL SKILLS

- Outstanding communication and excellent ability to engage in diverse teams. Natural capability to develop strong partnerships and lead others towards a common goal via constructive collaboration.
- Passionate problem solver who consistently and effectively produces high quality results within a demanding setting. Driven to succeed through the desire to learn and grow.
- **Technical Skills:** Adobe, Lightroom, Premiere Pro, Photoshop, Illustrator, After Effects, Autodesk Maya, Arnold Renderer, Pixar's RenderMan, AWS Thinkbox Deadline, Foundry's Katana, Foundry's Nuke, PyMel, PyQt, Jira, Confluence, Shotgun, Common Linux utilities (Git, ssh, etc.), Grafana, Elasticsearch, Microsoft Office (Excel, Word, etc.).
- **Programming Languages:** Python, YAML, C++, C, SQL, HTML5, JavaScript, CSS3, Java, GLSL

PROFESSIONAL HISTORY

Photographer, Videographer, Editor, Animator | FREELANCE, Santa Barbara, CA *November 2021 – Present*
- Take and edit photos and videos for Word on Fire, Discalced Carmelite Friars of the California-Arizona Province, Our Lady of Angels Capuchin Franciscans, Archdiocese of Los Angeles, University Catholic Conferences of California, Verso L'alto Coffee Roasters, RSTR Fitness, Saint Therese Classical Academy, weddings, and other parishes and Religious Orders in California.
- Create logo animation for introduction to videos for organizations such as the London Jesuit Centre.

Pipeline Technical Director | LAIKA STUDIOS, Hillsboro, OR *February 2022 – Present*
- Cultivate and develop the Rapid Prototyping Pipeline by writing and updating tools in Python for Maya such as by fixing bugs, adding features, increasing efficiency, and simplifying code so future changes to current tools can be accomplished smoothly.
- Integrate USD (Universal Scene Descriptor) by generating animated proxies used as previews in Maya for 3D printed faces and create tools to allow the shaders in the previews to be accurate in color and texture to the material used for the 3D print.

IT Technician | BISHOP GARCIA DIEGO HIGH SCHOOL, Santa Barbara, CA *July 2021 – January 2022*
- Move, organize, and clean data from an older database, PCR, to a newer one, Blackbaud and connect the database with the data from the online textbook vendor, TextbookHub, to automate textbooks based on the classes a student is taking.
- Create, direct, and design the school website through Blackbaud and train faculty to edit content on their respective sections.
- Manage and troubleshoot iPads given to each of the 263 students and 40 faculty members manually and through JAMF.
- Train faculty members to use and integrate the new technology of the school into their classrooms effectively and efficiently.

Technical Assistant | LUCASFILM ANIMATION, San Francisco, CA *April 2020 – June 2021*
- Built the Nuke pipeline for the lighting team by producing Python tools such as implementation of easy shot camera access, artist node template shelves, and render farm compatibility that can interact with other software to increase efficiency.
- Designed a Katana based pipeline for the lighting team by constructing a look development template containing asset turntable integration, a lighting template that includes a multi-shot workflow, and Python scripts that integrate proprietary software.
- Manage data storage by archiving older data, creating new show storage, and building Python tools to streamline the processes.
- Developed Maya pipeline and web tools with Python, HTML5, and JavaScript to optimize workflows in all departments.

Technical Assistant | THE MADISON SQUARE GARDEN COMPANY, San Francisco, CA *November 2019 – April 2020*
- Established an organized pipeline and coherent workflow for render management by structuring Deadline to cleanly view and regulate jobs, tasks, shows, resources, licenses, and machines through Groups, Pools, Limits, UI customization, etc.
- Constructed the role of Technical Assistant by producing concise documentation on Confluence that clearly outlines the duties and tasks of the position and defines straightforward instructions on how to approach different situations.
- Oversaw the render farm through Deadline to maximize utilization and efficiency while avoiding overworking machines.

Render Technical Assistant | INDUSTRIAL LIGHT & MAGIC, San Francisco, CA *January 2018 – November 2019*
- Developed, maintained, and updated pipeline scripts and tools in Python to generate an increase in farm utilization, support new software, and optimize workflow in all departments alongside the Production Engineering team.
- Managed and monitored the render farm with proprietary tools, Deadline, and the Unix command line to maximize farm utilization, balance shares between shows, and prevent potential problems regarding an artist's work in company with the Digital Resource Manager, CG Supervisors, and Show Production teams.
- Created a Python tool, in collaboration with the IT department, that interacts with the Google Cloud rendering system to open up a number of virtual machines based on render farm capacity.

Promotions Leader | UNIVERSITY CATHOLIC CONFERENCE OF CALIFORNIA, Berkeley, CA *December 2016 – February 2018*
- Led a team of 5 people to create the conference logo, fliers, brochures, posters and shirts and bags for around 200 people.
- Designed the website, utilized social media to promote the event to over 20 California campuses and photographed the event.

EDUCATION

University of California, Berkeley | BERKELEY, CA *August 2014 – December 2017*
Electrical Engineering and Computer Science B.S. | COLLEGE OF ENGINEERING *GPA: 3.12*

SIDE PROJECTS

PUP Rustic Cabin: Staged the lighting using Maya/RenderMan of a scene created by Pixar utilizing blockers and fog.
St. John the Evangelist Catholic Church: Created a church using Maya/RenderMan to model, light, and render the scene.
Stargazing: Team produced a 50 second 3D Animated Short using Maya/RenderMan/Python to model, light, and render.
PathTracer and Lens Simulator: Designed a renderer with global illumination and camera lens simulation using C++.
Generous Ghost: Team created a 2 minute 3D Animated Short using Maya/RenderMan to model and do cloth simulation.