

VINCENT ESCUETA

SOFTWARE/GRAPHICS ENGINEER

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EDUCATION

University of California, Berkeley | BERKELEY, CA

2014 – Dec 2017 (Expected)

Electrical Engineering and Computer Science B.S. | COLLEGE OF ENGINEERING

GPA: 3.12

PROFESSIONAL SKILLS

- Outstanding communication and excellent ability to collaborate in diverse teams to achieve one common goal. Naturally able to lead and develop strong partnerships to produce a group that can easily collaborate and cooperate.
 - Driven to produce high quality results through passion to solve hard problems, desire to learn and grow, and dedication to succeed. Efficiently works in demanding settings and consistently delivers and fulfills requirements.
 - Technical Skills: C++, Python, C, Java, HTML5, CSS3, Bootstrap, JavaScript, JQuery, Scheme, MIPS, SQL, GLSL, Common Linux utilities (Git, ssh, vim, etc.), Autodesk Maya, Pixar's RenderMan, Houdini, Blender, Energia, Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator
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PROJECTS

UCCC 2018 Website | uccc2018.com

Summer 2017 – Present

- Worked with HTML5, CSS3, Bootstrap, JavaScript, JQuery, and Adobe Illustrator to create an informational website.
- Led a group to produce the website's content, UI design, UX design, and conference logo.

Colorizing the Prokudin-Gorskii Photo Collection

Fall 2017

- Developed on Python, a program that created a colored image from a blue, green, and red grayscale, filtered photo.
- Efficiently aligned the 3 photos using cross correlation, edge detection, and an image pyramid.

SIXT33n Robot

Spring 2017

- Created a car that moved on voice commands using Python, Energia, a TI Launchpad, and analog and digital circuits.
- Applied PCA Classification to distinguish voice commands and a closed loop model to control the robot's movement.

Stargazing | <https://youtu.be/BLL2hOf1eI>

Fall 2016 – Spring 2017

- Produced a 50 second 3D Animated Short as a group of 12 using Maya, Pixar's RenderMan, and Python Scripting.
- Modeled items, placed lights in scenes, rendered scenes, and led the lighting and rendering group.

PathTracer and Lens Simulator

Spring 2016

- Designed a renderer in C++ that uses global (direct and indirect) illumination, simulates a realistic camera lens
- Utilized autofocus, applied bounding volume hierarchy algorithms, and allowed rendering of mirror and glass objects.

The Generous Ghost | https://youtu.be/etZ4_-EFQbs

Spring 2016

- Created a 1 minute 50 second 3D Animated Short with Maya and Pixar's RenderMan as a group of 5.
- Modeled characters and environment, implemented lighting, rendered frames, and utilized Maya's cloth simulation.

Gitlet

Spring 2015

- Built in Java a simple, but efficient version of Git from scratch that could perform 15 commands.
 - Used Data Structures such as Hash Maps, Hash Sets, and Linked Lists to store data such as in branches and commits.
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WORK EXPERIENCE

Front Desk Receptionist | NEWMAN HALL-HOLY SPIRIT PARISH, Berkeley, CA

2016 – Present

- Aid priests, parishioners, and students with any inquiries they have and lead activities in the church.

Lab Assistant | UNIVERSITY OF CALIFORNIA COMPUTER SCIENCE DEPARTMENT, Berkeley, CA

Spring 2015, Summer 2017

- Guided students through labs, homework, and projects to help them understand the concepts of the class.

Store Clerk | B & E BOWLING SUPPLY, Diamond Bar, CA

2010 – 2014

- Assisted customers with any questions and assisted in back office work such as filing and bowling ball maintenance.
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ACHIEVEMENTS

Disney Scholar Program Scholar

2014 – Present

Collegiate Starleague Starcraft II Champion

2016

LEADERSHIP/SERVICE

Promotions Chair | UNIVERSITY CATHOLIC CONFERENCE OF CALIFORNIA

2016 – Present

Student Leader | FELLOWSHIP OF CATHOLIC UNIVERSITY STUDENTS

2016 – Present

Player | BERKELEY STARCRAFT II TEAM

2014 – Present

Outreach Committee Leader | NEWMAN HALL STUDENT MINISTRY TEAM

2016 – 2017