

Vincent Escueta

SOFTWARE/GRAPHICS ENGINEER

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EDUCATION

University of California, Berkeley | BERKELEY, CA

2014 – 2017

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: Python, C++, Java, C, HTML5, CSS3, Bootstrap, JavaScript, SQL, Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator, Common Linux utilities (Git, ssh, vim, etc.), Autodesk Maya, Pixar's RenderMan, GLSL, Blender, Energia, JQuery, Scheme, MIPS
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PROFESSIONAL HISTORY

Render Technical Assistant | INDUSTRIAL LIGHT & MAGIC, San Francisco, CA

2018 – Present

- Manage and monitor the render farm to prevent problems artists may encounter, inform the artists of potential problems regarding their work and the farm, and maximize farm utilization.
- Create tools in Python to provide a smoother workflow for artists and technical assistants and/or generate an increase in farm utilization.
- Alter existing tools to make them more efficient or design new features to provide more options when using the tools.

Promotions Leader | UNIVERSITY CATHOLIC CONFERENCE OF CALIFORNIA, Berkeley, CA

2016 – 2018

- Designed, created, and maintained the conference website with HTML5/CSS3/JQuery/JavaScript/Illustrator.
 - Led a group to create the conference logo, fliers, brochures, posters, shirts, and bags.
 - Photographed the event and promoted the event to various campuses and through social media.
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SIDE PROJECTS

Autostitching Photo Mosaics: Constructed a tool that generates a panorama using two images through RANSAC in Python.

Stargazing: Team created 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 built 2 minute 3D Animated Short with Maya/RenderMan to model, light, and do cloth simulation.

Gitlet: Constructed a simple, but efficient version of Git from scratch that could perform 15 commands with Java.

ADDITIONAL 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

2015, 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 – 2017

Collegiate Starleague Starcraft II Champion

2016

LEADERSHIP/SERVICE

Student Leader | FELLOWSHIP OF CATHOLIC UNIVERSITY STUDENTS

2016 – 2018

Player | BERKELEY STARCRAFT II TEAM

2014 – 2018

Outreach Committee Leader | NEWMAN HALL STUDENT MINISTRY TEAM

2016 – 2017