

VINCENT ESCUETA

(909) 896-9844 • vincent.escueta22@gmail.com • vincentescueta.com

EDUCATION

University of California, Berkeley | BERKELEY, CA

August 2014 – December 2017

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

GPA: 3.12

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.
 - **Programming Languages:** Python, YAML, C++, C, SQL, HTML5, CSS3, Java, GLSL
 - **Technical Skills:** Common Linux utilities (Git, ssh, etc.), Autodesk Maya, Pixar's RenderMan, AWS Thinkbox Deadline, Photoshop, Lightroom, Illustrator, Premiere Pro, Katana, Grafana, Elasticsearch, Jira, Confluence, Shotgun, Tensorflow
-

PROFESSIONAL HISTORY

Technical Assistant | THE MADISON SQUARE GARDEN COMPANY, San Francisco, CA

November 2019 – Present

- Establishing 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.
- Construct 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.
- Build pipeline tools in Python to automate processes regarding interactions between Shotgun and our network storage.
- Oversee 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.
- Organized and preserved the archived show data by creating and storing archival backups, maintaining the archive database and storage, and uploading archived data needed by the digital artists.
- 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

- Designed and maintained the conference website with HTML5/CSS3/JQuery/JavaScript/Illustrator.
 - Led a team of 5 people to create the conference logo, fliers, brochures, posters, shirts, and bags.
 - Utilized social media to promote the event to over 20 California campuses.
 - Photographed all event activities and edited images using Lightroom.
-

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.

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

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.

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

ACHIEVEMENTS

Scholar Recipient | DISNEY SCHOLAR PROGRAM

2014 – 2017

Champion | STARCRAFT II COLLEGIATE STARLEAGUE

2016

LEADERSHIP/SERVICE

Retreat Leader and Organizer | CATHOLICS AT CAL

2018

Student Leader | FELLOWSHIP OF CATHOLIC UNIVERSITY STUDENTS

2016 – 2018

Outreach Committee Leader | NEWMAN HALL STUDENT MINISTRY TEAM

2016 – 2017