Vincent Escueta

106 North Rock River Dr. Diamond Bar, CA 91765
(909) 896-9844 • vincent.escueta22@gmail.com • vincent-escueta22.github.io/Website

EDUCATION

University of California, Berkeley   **Berkeley, CA**
College of Engineering   *2014 – 2018 (Expected)*
Electrical Engineering and Computer Science B.S.   *GPA: 3.069*
Diamond Ranch High School   **Pomona, CA**
                                                                        2010 – 2014

ACHIEVEMENTS

Salutatorian   *2014*
Disney Scholar Program Scholar   *2014 – Present*

TECHNICAL SKILLS

- **Programming Languages:** C++, C, Java, Python, Scheme, MIPS, SQL, GLSL
- **Common Linux Utilities:** Git, ssh, vim, etc.
- **Animation Software:** Autodesk Maya, Blender
- **Graphic Design Software:** Adobe Photoshop

PROJECTS

Scheme Interpreter   *Fall 2014*
- Developed a Scheme Interpreter using Python to demonstrate an understanding of both Object-Oriented Programming and Functional Programming while utilizing the basics of programming such as recursion, lists, lambda functions, and inheritance.

Gitlet   *Spring 2015*
- Created a simple, but efficient version of Git using Java, without any given skeleton code, to understand the use of Data Structures by using Hash Maps, Hash Sets, and Linked Lists.

MIPS Assembler and Linker   *Fall 2015*
- Wrote a MIPS Assembler in C that takes in MIPS instructions and turns those instructions into machine code. Afterword, the MIPS Linker takes object code files and outputs executable files.

The Generous Ghost   *Spring 2016*
- In a group of five, a minute long 3D Animated Short was created using Maya by developing all the character models, creating the environments, and applying lighting and shading. In this specific short, Maya's cloth simulation was taken advantage of.

PathTracer/Lens Simulator   *Spring 2016*
- Created a renderer that uses global (direct and indirect) illumination and simulates a realistic camera lens and autofocus using C++. The images are rendered efficiently due to bounding volume hierarchy algorithms and the program has implementations for mirror and glass objects.

GeoMenagerie   *Spring 2016*
- Created a program using C++ that loads COLLADA mesh files that could be edited by implementing functions that tessellate Bezier surfaces into triangles to create objects from a given mesh, manipulate half-edge meshes using splitting and flipping, implement Loop subdivision, and apply shaders to the objects.

WORK EXPERIENCE

CS61A: Structure and Interpretation of Computer Programs   **Berkeley, CA**
Lab Assistant   *Spring 2015*
- Helped and guided students through the weekly labs, homework assignments, and projects.

B & E Bowling Supply   **Diamond Bar, CA**
Store Clerk   *2010 – 2014*
- Assisted customers with bowling inquires for equipment, accessories, etc.
- Assisted in back office work such as filing, inventory, bowling ball maintenance, etc.

LEADERSHIP/SERVICE

Vice President *Best Buddies*   *2012 – 2014*
Member *Solar Boat*   *2012 – 2014*
President *National Honor Society*   *2013 – 2014*
Player *Berkeley Starcraft II Team*   *2014 – Present*
Committee Leader *Student Ministry Team Newman Hall*   *2016 – Present*