# VINCENT ESCUETA

SOFTWARE/GRAPHICS ENGINEER
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## EDUCATION

**University of California, Berkeley** | BERKELEY, CA — *2014 – Fall 2017 (Expected)*
**Electrical Engineering and Computer Science B.S.** | COLLEGE OF ENGINEERING — *GPA: 3.12*
**Diamond Ranch High School** | POMONA, CA — *2010 – 2014*

## 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, Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator

## PROJECTS

**Colorizing the Prokudin-Gorskii Photo Collection** — *Fall 2017*

- On Python, developed a program that takes three photos in black and white – blue, green, and red filtered photos – then efficiently aligns and creates a colored image using cross correlation, edge detection, and an image pyramid.

**UCCC 2018 Website** | uccc2018.com — *Summer 2017 – Present*

- Led a group to create an informational website by working with HTML5, CSS3, Bootstrap, JavaScript, JQuery, and Adobe Illustrator as I worked on and facilitated the website's content, UI design, UX design, and conference logo.

**Stargazing** | https://youtu.be/BLLZ2hOf1eI — *Fall 2016 – Spring 2017*

- A fifty second 3D Animated Short made by a group of 12 using Maya, Pixar's RenderMan, and Python where I specialized on modeling items, lighting scenes, and rendering scenes as I 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, and utilizes autofocus, applies bounding volume hierarchy algorithms, and can produce mirror and glass objects.

**The Generous Ghost** | https://youtu.be/etZ4_-EFQbs — *Spring 2016*

- A group of five produced a two minute 3D Animated Short by working with Maya and Pixar's RenderMan to develop character and environment models, implement lighting, render frames, and utilize Maya's cloth simulation.

**Gitlet** — *Spring 2015*

- Built a simple, but efficient version of Git on Java, without any given skeleton code, to understand Data Structures by using Hash Maps, Hash Sets, and Linked Lists.

## 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 manage and oversee activities in the church.

**Lab Assistant** | UNIVERSITY OF CALIFORNIA COMPUTER SCIENCE DEPARTMENT, Berkeley, CA — *Spring 2015, Summer 2017*

- Helped and guided students through the weekly labs, homework assignments, and projects.

**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.

## ACHIEVEMENTS

**Disney Scholar Program Scholar** — *2014 – Present*
**Collegiate Starleague Starcraft II Champion** — *2016*
**Salutatorian** — *2014*

## 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*
**President** | NATIONAL HONOR SOCIETY — *2013 – 2014*