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

UCCC 2018 Website | https://vincent-escueta22.github.io/UCCC2018 *Summer 2017 -- Present*
- Led a group to create an informational website using HTML5, CSS3, Bootstrap, JavaScript, and JQuery 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 where I focused on using Maya to model items and using Maya, Pixar's RenderMan and Python scripting to light and render scenes as I led the lighting and rendering group.

Classification *all 2016*
- Using Python, trained neural network classifiers for handwritten digits by implementing and using the perceptron algorithm and stochastic gradient descent.

PathTracer and Lens Simulator *Spring 2016*
- Created a renderer that uses global (direct and indirect) illumination and simulates a realistic camera lens and autofocus in C++ using bounding volume hierarchy algorithms and implementations for mirror and glass objects.

The Generous Ghost | https://youtu.be/etZ4_-EFQbs *Spring 2016*
- A group of five created a minute long 3D Animated Short using Maya by developing character and environment models, applying lighting and shading, using Maya's cloth simulation, and rendering on Pixar's RenderMan.

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.

WORK EXPERIENCE

Front Desk Receptionist | NEWMAN HALL-HOLY SPIRIT PARISH, Berkeley, CA *2016 – Present*
- Aided priests, parishioners, and students with any questions regarding the church and activities within 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 inquiries 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*
Committee Leader | NEWMAN HALL STUDENT MINISTRY TEAM *2016 –2017*
President | NATIONAL HONOR SOCIETY *2013 – 2014*