VINCENT ESCUETA

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

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PROFESSIONAL HISTORY

Render Technical Assistant | INDUSTRIAL LIGHT & MAGIC, San Francisco, CA   *2018 – Present*

- Develop, maintain, and update 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.
- Manage and monitor 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.
- Organize and preserve 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   *2016 – 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

Church Altar: Created a church altar using Maya/RenderMan to model, assign shaders, 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.

ADDITIONAL WORK EXPERIENCE

Front Desk Receptionist | NEWMAN HALL-HOLY SPIRIT PARISH, Berkeley, CA   *2016 – 2018*

- Aided priests, parishioners, and students with any inquiries they have and led 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.

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*