VINCENT ESCUETA

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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.
- **Technical Skills:** Autodesk Maya, Arnold Renderer, Pixar's RenderMan, AWS Thinkbox Deadline, Foundry's Katana, Foundry's Nuke, Jira, Confluence, Shotgun, Common Linux utilities (Git, ssh, etc.), Adobe Premiere Pro, Photoshop, Lightroom, Illustrator, Grafana, Elasticsearch, Microsoft Office (Excel, Word, etc.).
- **Programming Languages:** Python, PyMel, PyQt, YAML, C++, C, SQL, HTML5, JavaScript, CSS3, Java, GLSL

PROFESSIONAL HISTORY

IT Technician | BISHOP GARCIA DIEGO HIGH SCHOOL, Santa Barbara, CA *July 2021 – Present*

- Move, organize, and clean data from an older database, PCR, to a newer one, Blackbaud and connect the database with the data from the online textbook vendor, TextbookHub, to automate textbooks based on the classes a student is taking.
- Create, direct, and design the school website through Blackbaud and train faculty to edit content on their respective sections.
- Manage and troubleshoot iPads given to each of the 263 students and 40 faculty members manually and through JAMF.
- Train faculty members to use and integrate the new technology of the school into their classrooms effectively and efficiently.

Technical Assistant | LUCASFILM ANIMATION, San Francisco, CA *April 2020 – June 2021*

- Built the Nuke pipeline for the lighting team by producing Python tools such as implementation of easy shot camera access, artist node template shelves, and render farm compatibility that can interact with other software to increase efficiency.
- Designed a Katana based pipeline for the lighting team by constructing a look development template containing asset turntable integration, a lighting template that includes a multi-shot workflow, and Python scripts that integrate proprietary software.
- Manage data storage by archiving older data, creating new show storage, and building Python tools to streamline the processes.
- Develop additional pipeline Maya and web tools with Python, HTML5, and JavaScript to optimize workflows in all departments.

Technical Assistant | THE MADISON SQUARE GARDEN COMPANY, San Francisco, CA *November 2019 – April 2020*

- Established 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.
- Constructed 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.
- Built pipeline tools in Python to automate processes regarding interactions between Shotgun and our network storage.
- Oversaw 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.
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.