

# VINCENT ESCUETA

(909) 896-9844 • vincent.escueta22@gmail.com • vincentescueta.com

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## 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 that consistently and effectively produces high quality results within a demanding setting. Driven to succeed through the desire to learn and grow. Strategic, adaptive innovator and initiator even in chaotic environments.
  - **Technical Skills:** Autodesk Maya, Arnold Renderer, Pixar's RenderMan, AWS Thinkbox Deadline, Foundry's Katana, Foundry's Nuke, PyMel, PyQt, Jira, Confluence, Shotgun, Adobe Lightroom, Photoshop, Avid Pro Tools, DaVinci Resolve, Wordpress, Divi, Common Linux utilities (Git, ssh, etc.), Grafana, Elasticsearch, Microsoft Office (Excel, Word, etc.), Google Workspace.
  - **Programming Languages:** Python, YAML, C++, C, SQL, HTML5, JavaScript, CSS3, Java, GLSL.
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## PROFESSIONAL HISTORY

**Technology Consultant** | BISHOP GARCIA DIEGO HIGH SCHOOL, Santa Barbara, CA *October 2022 - Present*

- Integrate the Student Information System, Blackbaud, with the Learning Management System, Canvas, and the Mobile Device Management software, Mosyle, while managing each of these systems alongside software such as Securly, Adobe, and Cengage.
- Oversee school's technology through purchase, setup, maintenance, and management of iPads, iMacs, televisions, etc.
- Fabricate a constructive learning environment for technological innovation that partners with traditional systems of learning by incorporating necessary technological tools effectively while minimizing the potentially disruptive aspects of technology.

**Photographer, Sound & Video Editor, Programmer** | FREELANCE, Santa Barbara, CA *November 2021 – Present*

- Take and edit photos for Word on Fire, Spirit Juice, Archdiocese of Los Angeles, Our Lady of Angels Capuchin Franciscans, Western Dominican Province, Harrison Design, Verso L'alto Coffee, St. Mark's University Parish, Weddings, Engagements etc.
- Add and edit voice recordings and sound effects for the Hallow's Saints Alive Podcast using Pro Tools.
- Devise a pipeline for Hallow's Saints Alive Team that integrates Dropbox API and Pro Tools Scripting SDK to create Python tools.
- Edit Linux and Command Line video tutorials for Jeff Geerling's Level 2 Jeff YouTube Channel through DaVinci Resolve.
- Photograph and print landscape photos in Rome, Paris, London, Edinburgh, Olympic National Park, Jackson Hole, California, etc.

**Pipeline Technical Director** | LAIKA STUDIOS, Hillsboro, OR *February 2022 – August 2022*

- Cultivate and develop the Rapid Prototyping Pipeline by writing and updating tools in Python for Maya such as by fixing bugs, adding features, increasing efficiency, and simplifying code so future changes to current tools can be accomplished smoothly.
- Integrate USD (Universal Scene Descriptor) by generating animated proxies used as previews in Maya for 3D printed faces and create tools to allow the shaders in the previews to be accurate in color and texture to the material used for the 3D print.

**IT Technician** | BISHOP GARCIA DIEGO HIGH SCHOOL, Santa Barbara, CA *July 2021 – January 2022*

- 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.
- Developed Maya pipeline 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.
- 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.
  - Created a Python tool that utilizes Google Cloud's rendering system to open up virtual machines based on render farm capacity.
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## EDUCATION

• **University of Illinois, Urbana-Champaign** | CHAMPAIGN, IL *August 2025 – Present*

**Master of Computer Science** | THE GRAINGER COLLEGE OF ENGINEERING

• **University of California, Berkeley** | BERKELEY, CA *August 2014 – December 2017*

**Electrical Engineering and Computer Science B.S.** | COLLEGE OF ENGINEERING *GPA: 3.116*