

Adrian Cacho

Senior Frontend Developer

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LinkedIn - <https://linkedin.com/in/agcacho>

Portfolio - <https://cacho.dev>

Github - <https://github.com/Tortillaguy>

Summary

Senior Frontend Developer with 8+ years building high-performance web applications serving 100k+ users. Expert in React, TypeScript, and Three.js with deep specialization in 3D graphics, WebGL rendering, and performance optimization. Reduced web-app load times by 75% and build times from 30 minutes to under 10 minutes. Led frontend architecture for AI-powered platforms, real-time 3D experiences, and component library systems across modern frameworks (React, Next.js, Three.js).

Technical Skills

Languages: JavaScript, TypeScript, HTML/CSS, Python

Frontend: React, Next.js, Three.js, React Three Fiber, Tailwind, Redux, Zustand

3D & Graphics: WebGL, custom shaders (GLSL), instanced geometry, performance optimization

Build & Tools: Webpack, Vite, GitHub Actions, CI/CD, Storybook, Figma, Jest, Cypress

Integration: REST APIs, GraphQL, WebSockets, tRPC, Auth0, Stripe, Web3 (ethers.js)

Deployment: Vercel, AWS (S3, CloudFront), Docker, Firebase

Professional Experience

Napster Inc.

Remote (Los Angeles)

Senior Frontend Developer

March 2025 - July 2025

- Engineered WebGL instancing system rendering 10,000+ 3D objects at 60 FPS on mobile devices using Three.js and custom shaders
- Built real-time 3D virtual concert platform supporting 50+ concurrent users with seamless interactions in React and TypeScript
- Architected component library of 40+ React components with Storybook testing pipeline, reducing development time by 50% across 3 engineering teams and establishing consistent design patterns
- Implemented multi-user chat and settings UI supporting text/video communication while maintaining 60 FPS during simultaneous 3D scene navigation, optimizing React render cycles and WebGL draw calls
- Optimized Three.js rendering pipeline using instanced geometry patterns and custom GLSL shaders, delivering smooth touch controls and avatar navigation in complex 3D environments on mobile browsers

Looking Glass Factory

Remote (Los Angeles)

Senior Frontend Developer

May 2023 - March 2025

- Scaled Next.js content management platform serving 100,000+ digital assets with GraphQL and tRPC, reducing page load times by 70% through code splitting, lazy loading, and optimized database queries
- Built React frontends for RAG-powered AI assistants using streaming responses, delivering immersive chat experiences for enterprise clients including Accenture and Marriott
- Led frontend architecture for the company's first subscription service, integrating Stripe and Shopify checkout flows to secure 100+ paying subscribers at launch with seamless payment UX
- Developed responsive UI for Gen AI text-to-3D hologram service using React, TypeScript, and Tailwind, delivering months ahead of schedule with real-time generation previews
- Established component library with Storybook, TypeScript, and design tokens, reducing UI regression bugs by 40% and accelerating development velocity across teams

Parcel

Remote (Los Angeles)

Senior Frontend Developer

March 2022 - January 2023

- Integrated Web3 libraries (ethers.js) with React, implementing multi-wallet support (MetaMask, Coinbase, Magic) supporting 10k+ wallet connections with error handling and transaction state management
- Designed and implemented checkout UI/UX workflows in React for cross-metaverse asset management and NFT transactions, supporting major platforms including Decentraland and The Sandbox with responsive design
- Optimized CI/CD pipelines with GitHub Actions, cutting frontend build and deployment times from 45 minutes to 15 minutes through parallel builds and caching strategies
- Architected reusable React component library (TypeScript, Storybook) to unify 3 disparate codebases into a single, cohesive design system with shared CSS-in-JS patterns, significantly reducing bundle size and accelerating development

Vertebrae Inc. (acquired by Snap Inc.)

Remote (Los Angeles)

Frontend Developer

August 2020 - March 2022

- Built React admin dashboard and CMS frontend managing 50,000+ 3D assets with virtualized lists, infinite scroll, and optimized render performance for 1,000+ concurrent users
- Developed responsive UI components for AR virtual try-on experiences, integrating real-time 3D previews with Three.js and React Three Fiber for retail brand partners
- Created frontend workflows for automated retail vendor onboarding, reducing manual steps by 95% through progressive form UIs, validation, and file upload optimization
- Implemented complex filtering and search UIs for high-volume asset management, including custom controls for export formats, polygon counts, and iframe embedding with real-time previews
- Built and shipped Electron-based React desktop application with drag-and-drop interfaces for automated asset processing, saving art team 15 hours per week through intuitive batch operations UI

Genies

Los Angeles, CA

Senior Frontend Developer

January 2020 - August 2020

- Architected React Native mobile app structure, establishing component patterns, navigation flows, and state management for 3D avatar customization system with real-time rendering
- Built e-commerce cosmetic shop UI with React, implementing product catalogs, shopping cart, and checkout flows optimized for mobile-first responsive design
- Designed cross-platform sharing functionality with React Native, enabling SMS-based avatar sharing with deep linking and dynamic preview generation
- Established frontend architecture patterns including API fetching strategies, client-side caching layers, and optimistic UI updates for seamless user experience
- Reduced 3D asset loading times from minutes to under 30 seconds through lazy loading, progressive asset streaming, and optimized Unity WebGL integration

PortalsXR

Los Angeles, CA

Lead Frontend Developer

January 2019 - January 2020

- Led frontend development for 6 mobile applications using React Native, delivering AR experiences for high-traffic live events including Coachella with 100% uptime
- Built location-based AR interfaces with real-time 3D content rendering, integrating Unity WebGL views within React Native for seamless native-to-web transitions
- Implemented time-coded content delivery systems with React, coordinating live event schedules with AR experience triggers and real-time user notifications
- Optimized React Native performance for high-concurrency scenarios, ensuring smooth UI interactions during peak traffic at major festivals and concerts
- Developed responsive mobile-first interfaces with gesture controls, camera integration, and real-time 3D overlays for immersive AR experiences

Moving Picture Company

Los Angeles, CA

Frontend Developer

February 2018 - February 2019

- Built interactive AR/VR web experiences for high-profile clients including National Geographic using React and Three.js, driving measurable user engagement for multi-platform campaigns
- Developed responsive 3D web applications with Unity WebGL integration, creating seamless experiences across desktop, mobile, and VR headsets
- Implemented UI components for spatial audio controls in experimental Spotify application prototype, working closely with design to create intuitive 3D audio visualization interfaces
- Created React-based content management interfaces for VFX pipelines, streamlining artist workflows and reducing manual operations by 50% through intuitive drag-and-drop UIs

Intel Corporation

Santa Clara, CA

Frontend Developer

February 2017 - January 2018

- Led frontend development for internal CMS built with Angular and jQuery, managing 300+ VR/360 media content pieces with optimized data tables, filters, and batch operations for Intel True VR
- Architected responsive web interfaces for VR content delivery across Android, iOS, and Windows platforms, implementing adaptive layouts and touch-optimized controls
- Built personalized content feed UIs with infinite scroll and lazy loading, integrating REST APIs for user preferences and channel subscriptions with real-time updates
- Designed UX flows and UI components for VR video players, implementing custom controls for 360° navigation, quality selection, and playback optimization
- Developed admin interfaces for automated video transcoding workflows, creating progress tracking UIs and batch processing dashboards that reduced editor turnaround time by 95%

EDUCATION

Polkadot Blockchain Academy - Bali DApps Development	September 2025
Disguise Virtual Production Accelerator - Los Angeles	March 2023
University of California, Davis Technocultural Studies B.A.	June 2015