

Adrian Cacho

Senior Frontend Developer | 3D Web Graphics Engineer

Venice, CA | +1 (209) 628-6613 | agcacho22@gmail.com

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, 3D experiences, and interactive user interfaces for mobile and desktop platforms. Proven track record leading teams to deliver scalable component libraries, immersive WebGL experiences for 100k+ users at live events, and optimized rendering systems achieving 60 FPS on mobile devices. Expert in React, TypeScript, Three.js, WebGL, shader development (GLSL), and design systems with Storybook. Shipped 10+ production applications, including AR experiences and real-time 3D web platforms.

Technical Skills

Languages: JavaScript, TypeScript, HTML/CSS, Python, PostgreSQL

Frontend: React, Next.js, Three.js, React Three Fiber, WebGL, Tailwind CSS

UI/UX: Storybook, Figma, design systems, component libraries, responsive design

Backend: Node.js, FastAPI, GraphQL, tRPC, REST API, WebSockets

AI/ML: LangChain, RAG (Retrieval-Augmented Generation), GPT-4, Claude, Gemini

Cloud & Infrastructure: AWS (Lambda, S3, EC2, RDS, SQS), Docker, Vercel, Firebase

DevOps & CI/CD: GitHub Actions, CI/CD pipelines, serverless architecture

Professional Experience

Napster Inc.

Senior Full Stack Developer

Remote (Los Angeles)

March 2025 - July 2025

- Engineered WebGL instancing system rendering 10,000+ 3D objects at 60 FPS on mobile devices
- Delivered immersive web experiences supporting 50+ concurrent users in virtual concerts and e-commerce platforms with real-time 3D interactions
- Architected component library of 40+ React components with Storybook testing pipeline, reducing development time by 50% across 3 engineering teams (full-stack, 3D graphics, design)
- Implemented multi-user chat and settings UI features supporting text/video communication while maintaining 60 FPS during simultaneous 3D scene navigation and UI interactions
- Optimized Three.js rendering using custom shaders and instanced geometry patterns, enabling smooth avatar navigation and touch controls in complex 3D environments on mobile browsers

Looking Glass Factory

Senior Full Stack Developer

Remote (Los Angeles)

May 2023 - March 2025

- Built responsive web interfaces serving 100,000+ digital assets using React, Next.js, GraphQL, and tRPC, reducing page load times by 70% through optimized queries and frontend performance tuning
- Developed immersive AI-powered user experiences using LangChain and GPT-4, delivering interactive hologram platforms for enterprise clients, including Accenture and Marriott
- Led frontend development for the company's first subscription service, integrating Stripe and Shopify payment flows to secure 100+ paying subscribers at launch and validate a new recurring revenue model for investors
- Collaborated on Gen AI text-to-3D hologram service frontend, delivering months ahead of schedule
- Established component library with Storybook, reducing UI regression bugs by 40% and accelerating development velocity

Parcel

Senior Frontend Developer

Remote (Los Angeles)

March 2022 - January 2023

- Integrated Web3 libraries (ethers.js) and multi-wallet support (MetaMask, Coinbase, Magic) supporting 10k+ wallet connections
- Designed and implemented checkout UI/UX workflows for cross-metaverse asset management and NFT transactions, supporting major platforms including Decentraland and The Sandbox
- Automated frontend build pipelines with GitHub Actions, cutting build and deployment times from 45 minutes to 15 minutes
- Architected reusable component library (React, TypeScript, Storybook) to unify 3 disparate codebases into a single, cohesive design system, significantly reducing redundant CSS and accelerating development time

Vertebrae Inc. (acquired by Snap Inc.)

Full Stack Developer

Remote (Los Angeles)

August 2020 - March 2022

- Built end-to-end 3D asset management web interface processing and displaying 50,000+ assets for scalable AR virtual try-on experiences
- Developed automated retail vendor onboarding UI, reducing manual intervention by 95% and accelerating time-to-market for 20+ brand partners
- Contributed to frontend systems scaling to 50,000 digital media assets with 95% automation, accelerating company throughput 3x and directly contributing to acquisition by Snap Inc.
- Enhanced high-volume CMS interface supporting 50,000+ 3D assets and 1,000+ users by implementing frontend controls for customizable asset processing, including export formats, polygon count limits, and iframe embedding
- Developed and distributed an Electron-based React application that automated asset processing, saving the art team an estimated 15 hours of manual work per week

Genies

Senior Developer

Los Angeles, CA

January 2020 - August 2020

- Designed core mobile application architecture, authoring foundational UML diagrams for data flow, API fetching, caching, and client-side state management
- Led technical planning and frontend design for key product features, including a 3D avatar customization interface, an e-commerce cosmetic shop, and cross-platform (SMS) sharing functionality
- Collaborated on asset pipeline optimization reducing artist integration time from weeks to under 30 minutes, increasing content throughput

PortalsXR

Lead Frontend Developer

Los Angeles, CA

January 2019 - January 2020

- Led a cross-functional team of 6 to successfully launch 6 mobile applications to the app store for high-traffic live events
- Developed 3D graphics and AR interactive experiences using React Native
- Provided on-site production support for high-traffic events, including Coachella, ensuring 100% uptime for localized, time-coded AR experiences

Moving Picture Company

Software Developer

Los Angeles, CA

February 2018 - February 2019

- Delivered interactive AR/VR web experiences for high-profile clients, including National Geographic, building applications that drove measurable user engagement for multi-platform marketing campaigns
- Collaborated with Magic Leap engineering team to extend SDK capabilities for spatial audio features in Spotify application prototype
- Engineered automation scripts to integrate high-volume digital content pipelines across VFX departments, reducing manual file operations by 50%

Intel Corporation

Full Stack Developer

Santa Clara, CA

February 2017 - January 2018

- Led team of 4 developers building internal CMS frontend (jQuery, Angular) for Intel True VR, managing 300+ pieces of VR/360 media content across live sports events, with app adopted for 2014 Winter Olympics coverage on ABC
- Designed and implemented frontend for VR content delivery system enabling personalized content feeds based on user preferences and channel subscriptions
- Contributed to automated transcoding pipeline processing 500+ VR videos for multi-platform distribution (Facebook, YouTube, native app), reducing editor turnaround time by 95%
- Designed UX, UI, and user stories for VR applications across Android, iOS, and Windows platforms
- Integrated frontend with AWS services to automate content pipelines, streamlining media archive and delivery workflows

EDUCATION

Polkadot Blockchain Academy - Bali

September 2025

DApps Development

Disguise Virtual Production Accelerator - Los Angeles

March 2023

University of California, Davis

June 2015

Technocultural Studies B.A.