Adrian Cacho

Senior Unity Developer | 3D Graphics Engineer
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Summary

Senior Unity Developer with 8+ years building high-performance 3D applications, AR/VR experiences, and real-time graphics solutions for mobile and web platforms. Proven track record leading teams to deliver scalable 3D asset pipelines, interactive AR experiences for 100k+ users at live events, and optimized rendering systems achieving 60 FPS on mobile devices. Expert in Unity (C#), 3D graphics optimization, shader development (GLSL/HLSL), WebGL, and automated content pipelines using Blender and Python. Shipped 10+ applications to production, including Magic Leap AR experiences and mobile AR for Coachella.

Technical Skills

Languages: Python, JavaScript, Typescript, PostgreSQL, HTML/CSS
Frontend: React, Next.js, Three.js, React Three Fiber, Tailwind, WebGL
Backend: FastAPI, Node.js, Express, Flask, 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
Media & Processing: FFmpeg, PIL (Pillow), Blender scripting (Python)
Data & Caching: Redis, ETL pipelines, boto3
Tools & Auth: Git, Auth0, Figma, Storybook, Linear, Confluence, JIRA

Professional Experience

Napster Inc.   Remote (Los Angeles)
Senior Full Stack Developer   March 2025 - July 2025

- Engineered WebGL instancing system rendering 10,000+ 3D objects at 60 FPS on mobile devices
- Supported 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 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   Remote (Los Angeles)
Senior Full Stack Developer   May 2023 - March 2025

- Scaled content management platform to serve 100,000+ digital assets using GraphQL, tRPC, and Next.js, reducing page load times by 70% through optimized PostgreSQL queries
- Engineered RAG-powered AI assistants using Python, LangChain, and GPT-4, delivering immersive experiences for enterprise clients, including Accenture and Marriott
- Architected and launched the company's first subscription service, integrating Stripe and Shopify APIs to secure 100+ paying subscribers at launch and validate a new recurring revenue model for investors
- Spearheaded Gen AI text-to-3D hologram service using Python, Docker, FastAPI, and Modal, delivering months ahead of schedule
- Established component library with Storybook, reducing UI regression bugs by 40% and accelerating development velocity

Parcel   Remote (Los Angeles)
Senior Full Stack Developer   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 CI/CD 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.) Remote (Los Angeles)

Full Stack Developer August 2020 - March 2022

- Architected end-to-end 3D asset pipeline using Python, FastAPI, and AWS (S3, Lambda, SQS), automating Blender processing and cloud storage for scalable AR virtual try-on
- Automated retail vendor onboarding pipeline, reducing manual intervention by 95% and accelerating time-to-market for 20+ brand partners
- Scaled Python-based ETL pipelines to process 50,000 digital media assets with 95% automation, accelerating company throughput 3x and directly contributing to acquisition by Snap Inc.
- Enhanced high-volume CMS (PostgreSQL, REST) supporting 50,000+ 3D assets and 1,000+ users by implementing backend 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 Los Angeles, CA

Senior Unity Developer January 2020 - August 2020

- Developed Python microservices for 3D asset pipelines, reducing artist integration time from weeks to under 30 minutes, increasing content throughput and enabling in-app DLC using Unity Asset Bundles
- Designed core application architecture for a new mobile app, authoring foundational UML diagrams for data flow, API fetching, caching, and client-side state management
- Led technical planning and design for key product features, including a 3D avatar customization system, an e-commerce cosmetic shop, and cross-platform (SMS) sharing functionality

PortalsXR Los Angeles, CA

Lead Unity Developer 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 core 3D graphics and AR interactivity using React Native, Unity, Java, and Swift
- Provided on-site production support for high-traffic events, including Coachella, ensuring 100% uptime for localized, time-coded AR experiences

Moving Picture Company Los Angeles, CA

Unity Developer February 2018 - February 2019

- Delivered interactive AR/VR experiences for high-profile clients, including National Geographic, building Unity applications with C# 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 using C++
- Engineered Python automation scripts to integrate high-volume digital content pipelines across VFX departments, orchestrating asset handoffs between Maya, Nuke, and proprietary rendering systems—reducing manual file operations by 50%

Intel Corporation Santa Clara, CA

Full Stack Developer February 2017 - January 2018

- Led team of 4 developers building internal CMS (PHP, 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
- Architected full-stack VR content delivery system: designed database schema, built REST API (Python, PHP), and implemented Unity client-side logic (C#) enabling personalized content feeds based on user preferences and channel subscriptions
- Engineered automated transcoding pipeline processing 500+ VR videos for multi-platform distribution (Facebook, YouTube, native app), reducing editor turnaround time by 95% and saving weeks of manual work using Python and FFmpeg
- Designed UX, UI, and user stories for VR applications across Android, iOS, and Windows platforms
- Integrated AWS services to automate content pipelines between Python and PHP backend frameworks, 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.