Adrian Cacho

Software Engineer

Venice, CA | + 1 209 628 6613 | agcacho22@gmail.com | [LinkedIn](#)|[Portfolio](#)

Summary

Innovative software engineer with over 7 years of experience building scalable, high-performance web applications and systems. Proven track record of leading engineering teams to deliver high-impact products, including a content management platform that served over 100,000 digital assets. Passionate about creating exceptional developer and user experiences and focused on robust, well-architected systems.

Technical Skills

- **Frontend Technologies:** React, Redux, Next.js, Typescript, HTML, CSS, Tailwind, Web3.js, Playwright, Three.js
- **Backend Technologies:** Node.js, GraphQL, REST APIs, tRPC, Postgres, Python, FastAPI
- **Infrastructure & DevOps:** AWS, Docker, CI/CD (Github Actions, Vercel), Heroku, Modal
- **Design Tools:** Figma, Framer Motion, Blender
- **Other Tools:** Git, Auth0, Electron, FFMPEG, Linear

Professional Experience

Napster Inc. (formerly Infinite Reality) – Remote

Senior Full-Stack Engineer   *March 2025 - July 2025*
- Led coordinated efforts in creating a React component library using Storybook, [Three.js](#), Tailwind
- Collaborated with engineering leadership to plan sprints and milestones, ensuring predictable delivery of key product features.
- Translated complex UI/UX designs into a functional glassmorphic interface, elevating the product's aesthetic and improving user interaction.
- Supported dynamic data rendering using React to efficiently present large-scale scenes, achieving 60 FPS performance in the browser

Looking Glass Factory – Remote

Senior Full-Stack Engineer   *May 2023 - March 2025*
- Architected and developed a full-stack IoT content management platform (blocks.glass) using GraphQL, tRPC, and Next.js, handling over 100,000 digital asset deployments
- Optimized complex Postgres queries, reducing page load times by 70% and enhancing overall application performance.
- Engineered payment processing integrations with Shopify, Stripe, and Webflow to support new subscription services.
- Deployed a remote AI image and depth generation service using Python, Modal, Docker, FastAPI
- Established a mobile-first design system using Storybook and Tailwind, which reduced UI bug regressions and accelerated component development.

Parcel – Remote

Full-Stack Engineer   *March 2022 - January 2023*
- Integrated Web3 libraries (ethers.js) and multi-wallet support (Metamask, Coinbase, Magic) for seamless user onboarding.
- Designed and implemented UI/UX workflows for NFT transactions, asset management, and appraisals.
- Automated CI/CD pipelines with Github Actions, cutting build and deployment times from 45 minutes to 15.
- Architected a reusable component library with React and TypeScript, accelerating feature development and producing a consistent design

Vertebrae, acquired by Snap Inc. – Los Angeles, CA

Full-Stack & Dev Ops Engineer   *August 2020 - March 2022*
- Architected a 3D model manipulation pipeline using Blender, Python, FastAPI, and several AWS services
- Scaled pipelines to deliver 50,000 digital media assets, accelerating the company's throughput, leading to the acquisition by Snap Inc.
- Developed backend features in PostgreSQL to support a high-volume digital asset workflow and user management system.

- 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

PortalsXR – Los Angeles, CA

Lead Software Engineer   *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.
- Ensured technical success for high-traffic live events like Coachella by providing on-site support and maintaining 100% uptime for localized, time-coded AR experiences.

Moving Picture Company – Los Angeles, CA

VR Engineer   *February 2018 - February 2019*
- Delivered engaging interactive solutions for high-profile clients like National Geographic, driving user interaction for their campaigns
- Collaborated with Magic Leap to expand SDK features for a Spotify application using C++.
- Integrated high-volume digital content pipelines for management across separate VFX departments

EDUCATION

University of California – Davis, CA   *June 2015*

Technocultural Studies B.A.

Film & Television B.A.

Disguise Virtual Production Accelerator - Los Angeles, CA   *March 2023*

Polkadot Blockchain Academy - Bali, Indonesia   *September 2025*

D'Apps Development

INDUSTRY KNOWLEDGE

Augmented Reality, Virtual Reality, Web3, CI/CD, DevOps, LookDev, Art Pipelines, Product Design, Project Management