Adrian Cacho

Software Developer

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Parcel

Frontend Developer

March 2021 - Present
Remote

- Develop continuous integration tools with Docker, Github Actions and NPM / Yarn scripts
- Design components to spec provided by UI/UX designers using Storybook & Typescript
- Manage versioning, dependencies, and project lifecycle for several NPM packages
- Design 3D models and render POAP NFTs using Blender

Vertebrae, a Snap Inc. Company

Software Engineer

June 2020 - March 2021
Los Angeles, CA

- Develop front-end React UI for 3D viewers with configurable materials and meshes
- Build automated pipelines to prepare 3D assets for mobile AR features
- Leverage Python Blender API to automate decimation, re-meshing and material re-assignment
- Improve QA features and bring better error reporting to the customer experience
- Modify backend architecture – Postgres database and ORM schemas

PortalsXR

Lead Software Engineer

February 2019 - December 2019
Los Angeles, CA

- Designed UI and state-machine patterns for modular AR experiences in Unity (iOS/Android)
- Refactored legacy code and profile memory, graphics, and CPU performance in app releases
- Led software developers in their tasks and code review new features
- Managed code repositories and build automation with Perforce and Jenkins
- Provided on-site technical support and live build updates to activations

Moving Picture Company

VR Software Developer

February 2018 - January 2019
Los Angeles, CA

- Designed reusable game modules and core system architecture to AR and VR experiences
- Built programmable shader effects and animations in HLSL, ShaderLab and ShaderGraph
- Led teammates in paired programming, QA, lookdev optimizations, and feature implementation
- Collaborated with Magic Leap internal teams to expand the Lumin SDK for third-party apps

Education & Skills

University of California, Davis
Bachelor's Degree: Technocultural Studies & Film Studies

June 2015

Unity	Javascript/ Typescript	Node.js, React, ethers.js
C#	Unreal/ C++	WebGL, ThreeJS
Java/Android	TouchDesigner	Premiere, After Effects, Photoshop
Python	Notch	Git, Perforce, AWS CLI, FFMPEG