# Adrian Cacho

Senior Full Stack Developer
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## Summary

Senior Full Stack Developer with 8+ years building production applications serving 100k+ users. Led engineering teams delivering AI-powered platforms, 3D web experiences, and blockchain solutions. Optimizes web and 3D graphics performance—reduced web-app load time by 75% and build times from 30 minutes to under 10 minutes. Expert across modern frontend (React, TypeScript, Three.js), backend (Python, FastAPI, Node.js), and cloud infrastructure (AWS, Docker, CI/CD).

## 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
*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
*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
*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
*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%

## 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.