Adrian Cacho
Software Engineer

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Summary

Full-stack engineer with 8+ years building production web applications using React, Next.js, Python, and PostgreSQL. Led engineering teams delivering platforms serving 100K+ users with measurable performance improvements (70% faster load times, 67% reduced deployment time). Experienced across the full stack: modern frontend (React, TypeScript, Three.js), backend (Python, FastAPI, Node.js), and infrastructure (AWS, Docker, CI/CD).

Technical Skills

- **Languages & Core:** JavaScript/TypeScript, Python, SQL, HTML/CSS
- **Frontend:** React, Next.js, Redux, Tailwind, Three.js, Playwright
- **Backend:** Node.js, FastAPI, GraphQL, REST, tRPC, PostgreSQL, NoSQL
- **Infrastructure:** AWS, Docker, CI/CD, GitHub Actions, Vercel, Firebase
- **Tools:** Git, Figma, Storybook, Auth0, Electron, LLMs/RAG

Professional Experience

Napster Inc. (formerly Infinite Reality) – Remote

Senior Full-Stack Engineer   *March 2025 - July 2025*

- Built enterprise React component library with 50+ reusable components using Storybook, Three.js, and Tailwind, establishing design system standards across engineering teams
- Implemented WebGL-based 3D rendering system handling real-time scene manipulation with sub-100ms response times
- Translated complex UI/UX designs into a functional glassmorphic interface, elevating the product's aesthetic and improving user interaction.
- Optimized React rendering pipeline to maintain 60 FPS performance for large-scale 3D scenes in browser

Looking Glass Factory – Remote

Senior Full-Stack Engineer   *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 Postgres queries
- Developed AI assistants using popular LLMS (ChatGPT, Claude, Gemini) along with RAG techniques for 3D avatars
- 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
- Built component library with Storybook reducing UI regression bugs by 40% and accelerating development velocity

Parcel – Remote

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 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 Developer, 3D   *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 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.
- 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

Unity Developer   *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
- Completed intensive 4-week program covering Substrate, FRAME, and Polkadot SDK
- Built a Polkadot staking dashboard demonstrating on-chain data aggregation techniques

Notable Projects & Expertise

- **IoT Content Platform:** Architected system serving 100K+ assets with GraphQL/tRPC
- **AI/LLM Integration:** Built RAG-powered assistants using GPT-4, Claude, and Gemini
- **3D/WebGL:** Delivered high-performance browser-based 3D experiences (Three.js, Unity)
- **Web3/Blockchain**: NFT marketplace development, multi-wallet integration, Polkadot SDK

Additional Skills

WebGL, Blender, FFMPEG, OAuth, JWT, Microservices, Agile/Scrum, Jest, React Testing Library, Prisma, MongoDB, Redis, WebSockets, SSR, SSG, Serverless, Lambda, S3, CloudFront