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My Network



Jobs



Messaging



Notifications



Me ▾



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**Adrian Cacho**

Full Stack Developer | XR | Web3 | AI



## Experience



### Full Stack Developer

Infinite Reality · Full-time

Mar 2025 - Jul 2025 · 5 mos

- 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



### Senior Full-Stack Engineer

Looking Glass · Full-time

May 2023 - Mar 2025 · 1 yr 11 mos

Remote

- 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.

**Skills:** Full-Stack Development · Next.js · Postgres · Amazon Web Services (AWS) · GraphQL



### Frontend Engineer

Parcel · Full-time

Mar 2022 - Jan 2023 · 11 mos

- 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



### 3D Software Engineer

Vertebrae, a Snap Inc. company · Full-time

Aug 2020 - Mar 2022 · 1 yr 8 mos

- 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



**Senior Unity Developer**

Genies, Inc. · Full-time

Mar 2020 - Aug 2020 · 6 mos

- Build an automated asset pipeline for virtual game cosmetics
- Author UML and data-oriented diagrams for project documentation and sprint planning
- Manage several codebases for legacy apps, utility Unity projects, and the core mobile app
- Lead meetings on project planning and solution brainstorming
- Collaborate with Business-Dev to manage our feature timeline

**Senior Developer**

PORTALSx · Full-time

Jan 2019 - Dec 2019 · 1 yr

Greater Los Angeles Area

- 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.

**XR Developer**

MPC

Feb 2018 - Jan 2019 · 1 yr

Greater Los Angeles Area

- 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

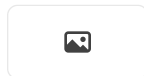
**Magic Leap + Spotify App Demo****VR Production Engineer - Intel True VR**

Intel Corporation

Feb 2017 - Jan 2018 · 1 yr

Santa Clara, California

- Managed teams of developers for building out a CMS web application. PHP / jQuery / Angular
- Developed and enhanced VR features within Unity (C#, Android, iOS, Windows)
- Designed UX, UI, and user stories for both VR and full-stack web applications
- Leveraged AWS tools to automate content pipelines between several backend frameworks
- Automated transcode jobs for VR content to support various social media platforms (Python, FFmpeg)

**Intel® True VR Technology**

Pick your vantage point and watch the action in amazing virtual reality with Intel® True VR.

**Interactive Developer**

Float (Hybrid Entertainment)

Jun 2016 - Feb 2017 · 9 mos

San Francisco Bay Area

- Integrated Kinect, HoloLens, Vuforia, Realsense, and Windows 10 SDKs for Unity applications
- Prototyped reusable game assets and game behaviour for VR and AR experiences
- Remotely supported international customers for installation setup & technical assistance

**Bud Light - Virtual Fitting Room**

Press Release: <http://www.floathybrid.com/single-post/2016/08/29/Float-and-Bud-Light-Roll-Out-...>

**Autism Speaks Interactive Kiosk**

Float designed a unique interactive kiosk for Autism Speaks, the foundation that supports...

**Multimedia Engineer**

LinkedIn

Dec 2015 - Jun 2016 · 7 mos

Mountain View, Sunnyvale

- Developed team scheduling and emailing tools using Google Apps Scripts & Javascript
- Led website design and produced content with Premiere, Photoshop, After Effects
- Documented best practice of content management, audio engineering, and broadcast streaming
- Operated TCP/IP/VoIP communication for keynote speakers and virtual classrooms
- Presented interactive AR solutions for the LinkedIn Creative Hackathon (Projection mapping + LeapMotion)

**Audio Visual Specialist**

Santa Clara Valley Water District

Sep 2015 - Dec 2015 · 4 mos

San Jose

Directed event logistics and oversaw all media operations across Santa Clara county  
Managed public broadcasts and operated complex audio/video systems  
Produced and documented training videos and archived board room events

**UC Davis**

2 yrs 7 mos

Davis, CA

**Video Producer | Academic Technology Services**

Apr 2013 - Oct 2015 · 2 yrs 7 mos

Operated live camera work, switching, and mixing for ceremonies, sporting events, and keynote speakers  
Managed and supported live stage events handling projectors, truss beams, and heavy equipment  
Filmed and edited educational content for internal live-streams and campus archives

**Assistant Producer**

Sep 2013 - May 2014 · 9 mos

- ◆ Directed video projects used for promotional purposes
- ◆ Assisted in the execution and planning of campus-wide events
- ◆ Promoted events and ran ad campaigns through popular social media outlets
- ◆ Reviewed and selected film submissions featured in the annual film festival
- ◆ Represented organization by interviewing with Davis Media Access



UC Davis Film Festival 2014 Promo Video

**Lead Assistant Technical Director**

Picnic Day Board

Sep 2014 - Apr 2015 · 8 mos

UC Davis

- ◆ Planned budgeting for equipment repairs, new equipment, and third-party A/V services
- ◆ Develop and implement new tools to the Picnic Day website via Wordpress
- ◆ Directed the technical assistant team through multiple stage setups and strikes during the Picnic Day festival
- ◆ Design projection-mapped social media display



Heart Projection -- Front



Heart Projection -- Side

The theme of this year's Picnic Day was Heart of Our Community. Media uploaded to twitter's...



### Content Designer (Part Time)

All Of It Now

Jun 2014 - Sep 2014 · 4 mos

Oakland, CA

Studied real-time video mapping and programming with Processing, TouchDesigner, and Resolume  
Designed and edited video content in After Effects and Premiere  
Routinely inspect and repair projectors, DMX lights, and audio equipment  
Learned video codecs and channeling information via MIDI and OSC



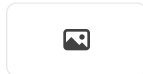
### Videographer

Aggie TV

Sep 2013 - Sep 2014 · 1 yr 1 mo

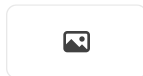
Davis, CA

- ◆ Filmed sport events, live music sessions, interviews, and promotional videos
- ◆ Edited footage via Premiere and Final Cut Pro and published promotional media
- ◆ Worked with members on team projects with delegated production assignments



#### AggieTV Live Music Sessions: Jadoo - "Warrior"

Starting off our second Live Music Session season, AggieTV Live Music Sessions presents Middle...



#### AggieTV Live Music Sessions: Leah Daugherty - "Dance with Me"

Harpist, singer, and second-year UC Davis student Leah Daugherty shares her catchy original song...



#### Undie Run UC Davis Winter 2014

On March 18, 2014, UC Davis students held their quarterly Undie Run. During finals week, students...

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Premium

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