

Adrian Cacho

Senior Frontend Developer

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LinkedIn - <https://linkedin.com/in/agcacho>

Portfolio - <https://cacho.dev>

Github - <https://github.com/Tortillaguy>

Summary

Senior Frontend Developer with 8+ years building high-performance web applications serving 100k+ users. Expert in React, TypeScript, and Three.js with deep specialization in 3D graphics, WebGL rendering, and performance optimization. Reduced web-app load times by 75% and build times from 30 minutes to under 10 minutes. Led frontend architecture for AI-powered platforms, real-time 3D experiences, and component library systems across modern frameworks (React, Next.js, Three.js).

Technical Skills

Languages: JavaScript, TypeScript, HTML/CSS, Python

Frontend: React, Next.js, Three.js, React Three Fiber, Tailwind, Redux, Zustand

3D & Graphics: WebGL, custom shaders (GLSL), instanced geometry, performance optimization

Build & Tools: Webpack, Vite, GitHub Actions, CI/CD, Storybook, Figma, Jest, Cypress

Integration: REST APIs, GraphQL, WebSockets, tRPC, Auth0, Stripe, Web3 (ethers.js)

Deployment: Vercel, AWS (S3, CloudFront), Docker, Firebase

Professional Experience

Napster Inc.

Senior Frontend Developer

Remote (Los Angeles)

March 2025 - July 2025

- Built WebGL instancing system rendering 10k+ 3D objects at 60 FPS on mobile with Three.js and custom shaders
- Developed real-time 3D virtual concert platform supporting 50+ concurrent users in React and TypeScript
- Architected component library with 40+ React components and Storybook, reducing dev time by 50% across 3 teams
- Built multi-user chat and settings UI maintaining 60 FPS during 3D navigation through optimized render cycles
- Optimized Three.js pipeline with instanced geometry and GLSL shaders for smooth mobile 3D navigation

Looking Glass Factory

Senior Frontend Developer

Remote (Los Angeles)

May 2023 - March 2025

- Scaled Next.js CMS serving 100k+ assets with GraphQL/tRPC, reducing page load times by 70%
- Built React frontends for RAG-powered AI chat experiences for Accenture and Marriott using streaming responses
- Led frontend for subscription service integrating Stripe and Shopify, securing 100+ paying subscribers at launch
- Developed Gen AI text-to-3D UI with React, TypeScript, and Tailwind, delivering months ahead of schedule
- Built component library with Storybook and design tokens, reducing UI bugs by 40%

Parcel

Senior Frontend Developer

Remote (Los Angeles)

March 2022 - January 2023

- Integrated Web3 (ethers.js) multi-wallet support (MetaMask, Coinbase, Magic) with 10k+ wallet connections
- Built checkout UI/UX for cross-metaverse NFT transactions supporting Decentraland and The Sandbox
- Optimized CI/CD with GitHub Actions, reducing build times from 45 to 15 minutes
- Unified 3 codebases into shared React component library with TypeScript and Storybook

Vertebrae Inc. (acquired by Snap Inc.)

Frontend Developer

Remote (Los Angeles)

August 2020 - March 2022

- Built React CMS managing 50k+ 3D assets with virtualized lists for 1,000+ concurrent users
- Developed AR virtual try-on UI with real-time 3D previews using Three.js and React Three Fiber
- Created automated vendor onboarding workflows reducing manual steps by 95%
- Implemented filtering and search UIs with custom controls for asset management and iframe embedding
- Shipped Electron React app with drag-and-drop batch processing, saving art team 15 hours/week

Genies

Senior Frontend Developer

Los Angeles, CA

January 2020 - August 2020

- Architected React Native app with component patterns and state management for 3D avatar customization
- Built e-commerce cosmetic shop UI with product catalogs, cart, and checkout flows

- Designed cross-platform avatar sharing with SMS deep linking and dynamic preview generation
- Established frontend patterns including API fetching, client-side caching, and optimistic UI updates
- Reduced 3D asset loading from minutes to under 30 seconds through lazy loading and Unity WebGL optimization

PortalsXR

Lead Frontend Developer

Los Angeles, CA

January 2019 - January 2020

- Led frontend for 6 React Native mobile apps delivering AR experiences for Coachella with 100% uptime
- Built location-based AR interfaces with real-time 3D rendering, integrating Unity WebGL within React Native
- Implemented time-coded content delivery coordinating live event schedules with AR triggers
- Optimized React Native performance for peak traffic at major festivals and concerts
- Developed mobile-first interfaces with gesture controls, camera integration, and real-time 3D overlays

Moving Picture Company

Frontend Developer

Los Angeles, CA

February 2018 - February 2019

- Built AR/VR web experiences for National Geographic using React and Three.js
- Developed responsive 3D web apps with Unity WebGL across desktop, mobile, and VR headsets
- Implemented UI for spatial audio controls in experimental Spotify prototype with 3D audio visualization
- Created React CMS interfaces for VFX pipelines, reducing manual operations by 50%

Intel Corporation

Frontend Developer

Santa Clara, CA

February 2017 - January 2018

- Led frontend for internal CMS with Angular/jQuery managing 300+ VR/360 media pieces for Intel True VR
- Architected responsive VR content delivery across Android, iOS, and Windows with adaptive layouts
- Built personalized content feeds with infinite scroll and REST API integration for user preferences
- Designed VR video player UI with custom controls for 360° navigation and quality selection
- Developed admin interfaces for video transcoding, reducing editor turnaround time by 95%

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.