Daniel Vasquez

Software Engineer

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Vancouver, Canada

EXPERIENCE

LFX Digital— *Software Engineer*

2019 - 2022

Developed plugins for Browzwear VStitcher, CLO3D, and 3ds Max, and helped build a Blender Cycles based pipeline for scalable render solutions in the product lifecycle of fashion and apparel brands. Led the research and development of glTF based 3D viewers and annotations in a digital asset management service. Began as startup FNX Technologies and later acquired by LFX Digital (Li & Fung).

ScanlineVFX — *Pipeline Technical Director*

2016 - 2018

Provided software support for artists and TDs across the visual effects pipeline by debugging issues in the publishing process and in desktop workflows. Designed and developed plugins for ZBrush to efficiently publish 3D sculpting assets. Extended and maintained ShotGrid and PyQt based tools for asset setup, caching, viewing, and shot-data handoff between artists.

Moving Picture Company — *Software Engineer*

2014 - 2015

Developed Nuke plugins and tools for the visual effects of major feature films. Collaborated asynchronously with developers in various studios across multiple continents. Worked with artists to understand production needs and researching new techniques to meet those needs. Co-authored "*Roundshot Pipeline at MPC for Godzilla*", published in SIGGRAPH 2015 Talks.

EDUCATION

University of British Columbia

Bachelor of Computer Science, 2012 - 2016

Seneca Polytechnic

Graduate Certification - 3D Animation, 2006 - 2007

McMaster University

Bachelor of Science - Biochemistry, 2002 - 2006

SKILLS

VFX and animation pipeline tooling • Plugin development and workflow automation for 3D DCC software • User interface design and development • Fullstack web development • Continuous Delivery • Technical and end user documentation • Mentorship and reviewing code

LANGUAGES

english • spanish • french • Python • Javascript • Bash / Linux shell scripting • C++ • SQL

FRAMEWORKS / APIs

React.js • Next.js • Redux • Electron.js • PyQT • FastAPI • Flask • CLO3D • Browzwear • Blender • Autodesk Maya • Git • GitHub Actions • AWS S3 • Google Cloud Run • Firebase • Docker

PUBLICATION

Roundshot Pipeline at MPC for "Godzilla" (SIGGRAPH 2015)