Daniel Vasquez

Software Developer

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Vancouver, Canada

HIGHLIGHTS

Eight years of hands-on developer experience building desktop tools, web apps, and backend solutions designed to streamline digital content creation for complex pipelines and workflows of all scales. Effectively collaborated as a key contributor on a 3D SaaS platform at a startup that was acquired by LFX Digital. Designed a Python API at MPC, resulting in co-authoring a SIGGRAPH publication.

WORK EXPERIENCE

Technical Artist II — *Electronic Arts Inc.*

March 2024 to Present

Develop and optimize content production tools within Frostbite game engine, enhancing workflow efficiency for AAA game development. Ownership of UFC Live Service's content support, ensuring smooth cross-team collaboration using clear and timely communication and proficient debugging skills. Design new asset data types and implement a camera system within Frostbite Schematics to streamline the character review process, enabling faster iteration cycles for stakeholders.

Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led the development of web 3D viewing and annotating solutions in the digitalisation of the product life cycle at leading apparel brands like Lululemon. Supported backend engineering team in building a compute graph framework on AWS for scalable cloud-native rendering and processing of 3D assets. Extended Python processes and unit tests, and resolved bugs in our compute framework. Started tenure at a startup which was acquired by LFX Digital.

Software Developer (Pipeline TD) — *Scanline VFX*

April 2016 to July 2018

Designed and developed a plugin for ZBrush to export and publish large FBX assets and texture files, and a ShotGrid/RV tool to visualize asset metadata in dailies. Supported over 30 artists across the pipeline, debugged issues in asset management and workflows. Extended PyQt tools for the setup, caching, viewing, and tracking of thousands of digital assets.

Software Engineer — *MPC*

May 2014 to August 2015

Designed and implemented a Python API to automate high-throughput processing of images for panoramic stitching, resulting in a co-authored publication at SIGGRAPH 2015. Provided technical support to over 20 internal customers. Oversaw updates on environments, ensuring timely and scheduled releases.

EDUCATION

University of British Columbia

Bachelor of Computer Science,
2012 to 2016

Seneca Polytechnic

Graduate Certificate - 3D Animation,
2006 to 2007

PERSONAL PROJECTS

• *Spotyt, 2023:* Containerized web application to play and download Spotify playlists, achieved 10x speed improvement in batch downloads by implementing asynchronous I/O streaming from backend
• *Self-learning, 2023*: WebGPU API in C++
• *Lyddy, 2019:* Social media network using an undirected graph structure in Firebase Realtime Database, with a React frontend

SKILLS

Full stack development • 2D/3D content creation tooling and workflow automation • GUI design • Agile practices • CD/CI • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs • Visual programming

TECHNOLOGIES

Languages: Python • JavaScript • TypeScript • C# • C++ • Bash / Shell script • HTML / CSS

Technologies: React.js • Next.js • Redux • Electron.js • Node.js • PyQT • FastAPI • Flask • Blender • Maya • Frostbite Engine • Git • Perforce • AWS S3 • GCP • Firebase • Docker