Daniel Vasquez

Software Developer

Email: d@nielvas.co
Web: www.nielvas.co
Vancouver, Canada

HIGHLIGHTS

Eight years of hands-on experience developing desktop tools, web applications, and backend solutions designed to streamline digital content creation within complex pipelines and workflows. Successfully launched a 3D rendering and asset delivery SaaS at a startup, accelerating digital transformation for leading apparel brands, and subsequently acquired by LFX Digital. Designed and implemented a Python API at MPC, resulting in co-authoring a SIGGRAPH publication.

WORK EXPERIENCE

Technical Artist II — *Electronic Arts*

March 2024 to Present

Development of content production tools, pipelines, asset optimization/integration, and workflows on AAA games. Ownership of UFC Live Service's content workflow, including production support, maintenance of tools and coordination between partner domains using strong and timely communication. Developed and implemented tools within the Frostbite engine to accelerate character review cycles.

Software Engineer — *LFX Digital*

July 2019 to December 2023

Proactively led the development of web 3D viewing and annotating solutions in the digitalisation of the product life cycle at leading fashion & apparel brands. 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 plugins for third-party 3D applications to efficiently export and publish large asset files. Supported over 30 artists across the visual effects pipeline by debugging issues in asset management and workflows. Extended and maintained APIs and cross platform desktop tools for the setup, caching, viewing, and tracking of thousands of digital assets. Designed and wrote technical briefs.

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 users. 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 app to play and download Spotify playlists, optimized batch download speeds 10x by implementing asynchronous I/O streaming from FastAPI backend
• *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 • Unit testing • Writing technical and end-user documentation • Mentoring and code reviewing • Integrating REST APIs

TECHNOLOGIES

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

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