

# Daniel Vasquez

## Software Engineer

Email: [d@nielvas.co](mailto:d@nielvas.co)  
Web: [www.nielvas.co](http://www.nielvas.co)  
Vancouver, Canada

### HIGHLIGHTS

Over 6 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

#### 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 fashion & apparel brands. Reduced file export times from minutes to seconds by implementing automation plugins in Python/C++. Key contributor on desktop application to efficiently upload large files and submit jobs for rendering 3D content. Supported backend engineering team in building a proprietary compute graph framework on AWS for scalable cloud-native rendering and processing of 3D assets. Extended Python processes in our compute framework and resolved bugs in complex graphs. Started tenure at a startup which was acquired by LFX Digital.

#### Software Developer (Pipeline TD) — *ScanlineVFX*

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 and technical directors across the visual effects pipeline by debugging issues in asset management and workflows. Extended and maintained internal 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. Collaborated asynchronously with developers in various studios across multiple time zones. Provided technical support to over 20 internal users. Oversaw updates on ~80 configurations of Linux environments, coordinated with department supervisors to ensure 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

- Self-learning, 2024: Unreal Engine
- Self-learning, 2023: WebGPU API in C++
- [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

2D/3D content creation tooling and workflow automation • Full stack web development • Agile practices • UI design • Writing technical and end-user documentation • Mentoring and code reviewing • RESTful APIs

### TECHNOLOGIES

*Languages:* Python • JavaScript • C++ • Bash / Shell scripting • HTML / CSS • SQL

*Technologies:* React.js • Next.js • Redux • Electron.js • Express.js • Node.js • PyQt • FastAPI • Flask • Blender • Autodesk Maya • gITF • Git • AWS S3 • Google Cloud Run • Firebase • Docker • CircleCI