

Daniel Vasquez

Software Engineer

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EXPERIENCE

LFX Digital — *Software Engineer*

Jul 2019 - Dec 2022

Developed and integrated a 3D rendering pipeline for scalable cloud solutions in the product life cycle of fashion and apparel brands. Implemented user facing tools and automated workflows in 3D digital content creation software. Led the research and development of web applications to view and annotate 3D assets in a proprietary digital asset management service. Initially began as the startup FNX Technologies, and later acquired by LFX Digital (Li & Fung).

ScanlineVFX — *Pipeline Technical Director*

Apr 2016 - Jul 2018

Designed and developed plugins for sculpting software to efficiently publish 3D files. Supported artists and technical directors across the visual effects pipeline by debugging issues in the publishing process and in artist workflows. Extended and maintained a web-based asset management system and Python based desktop tools for asset setup, caching, viewing, and shot-data tracking.

Moving Picture Company (MPC) — *Software Engineer*

May 2014 - Aug 2015

Developed compositing software 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 publication for SIGGRAPH 2015 conference.

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

PERSONAL PROJECTS

Lyddy social media web app
(lyddy.stream) • *Spotyt* web app to
stream and download music
(spotyt.nielvas.co)

SKILLS

Full Stack web development • Visual
effects pipeline and 3D workflow
automation • User interface design
and development • Continuous
Delivery • Technical and end user
documentation • Mentorship and
reviewing code

LANGUAGES

Python • Javascript • Typescript •
C++ • Bash / Linux shell scripting •
SQL • English • Spanish • French

FRAMEWORKS / APIs

React.js • Next.js • Redux •
Electron.js • PyQt • FastAPI • Flask •
Blender • glTF • Git • GitHub Actions
• AWS S3 • Google Cloud Run •
Firebase • Docker

PUBLICATION

Roundshot Pipeline at MPC for
“Godzilla” (SIGGRAPH 2015)