

# Daniel Vasquez

## Software Engineer

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Vancouver, Canada

### HIGHLIGHTS

Contributed to the success of a SaaS product launch at a startup, making content creation workflows frictionless for leading apparel brands such as Supreme. Implemented 3D collaboration and asset management solutions after startup was acquired by LFX Digital. Led the development of a Python API at MPC and co-authored a SIGGRAPH publication as a result. Actively seeking opportunities to grow with a company that pushes boundaries in visual storytelling and immersive experiences.

### WORK EXPERIENCE

#### Software Engineer — LFX Digital

July 2019 to December 2022

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++. Core developer of Electron.js 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. Supported many customers in resolving technical issues. Started tenure at the startup FNX Technologies, which was later 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 hundreds of 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 hundreds of internal users. Oversaw Linux environments, coordinating with department supervisors to deploy updates across all departments in accordance with 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 • Agile practices • UI design • CD/CI • Writing technical and end-user documentation • Mentorship and code reviewing • REST 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 • glTF • Git • AWS S3 • Google Cloud Run • Firebase • Docker • CircleCI