

# Daniel Vasquez

## Software Engineer

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## HIGHLIGHTS

Passionate software developer with 8+ years of hands-on experience building web & desktop applications designed to streamline 3D content creation in complex pipelines and workflows of all scales. Effectively collaborated as a key contributor on a 3D rendering cloud platform at a startup that was acquired by LFX Digital. Designed a Python API at MPC, resulting in a SIGGRAPH publication.

## WORK EXPERIENCE

### Software Developer — *nielvas.co*

April 2025 to Present

Developing performant WebGL-based 3D interactive content, including custom shaders and post-processing effects, while maintaining visual fidelity.

### Technical Artist II — *Electronic Arts Inc.*

March 2024 to March 2025

Designed new data types and implemented a camera system in Frostbite to streamline artist tools, enabling cross-functional teams to iterate faster on character reviews. Wrote DCC and CLI tooling to automate content integration, accelerating productivity for Live Service game content, closely collaborating with Engineers, Art Directors, and Development Directors. Wrote Python scripts to extract and transform data from game assets into structured datasets for strategic analysis.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Led R&D to develop a feature for collaboratively viewing and annotating 3D models on a web frontend, integrated in an established DAM system. Collaborated with backend engineers to build a compute graph framework on AWS EC2, designed for scalable rendering and processing of 3D assets on the cloud. Wrote Python scripts for an ETL pipeline to migrate thousands of 3D assets from SharePoint to DAM.

### Software Developer (Pipeline TD) — *Scanline VFX*

April 2016 to July 2018

Designed Python plugins automating 3D modeling workflows and implemented a video player plugin, leveraging ShotGrid API, to visually identify assets during playbacks, greatly improving the review experience during dailies.

### Software Engineer — *MPC*

May 2014 to August 2015

Lead developer of a Python API for high-throughput image processing in a panoramic stitching pipeline, resulting in a publication at SIGGRAPH 2015.

## 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*, 2025: WebGPU API in C++
- *Spotyt*, 2023: Containerized web app to play and download Spotify playlists, achieved 10x speed improvement in batch downloads by implementing asynchronous I/O streaming from FastAPI/Uvicorn backend
- *Lyddy*, 2019: Social media network using an undirected graph structure in Firebase Realtime Database, with a React frontend

## SKILLS

Full stack development, with emphasis on frontend • Object Oriented Programming • 2D/3D content creation tooling and workflows • UI design • Agile methodology • CI/CD • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating RESTful APIs

## TECHNOLOGIES

Python • JavaScript • TypeScript • C++  
• Bash • PowerShell • HTML • CSS • React.js • Next.js • Three.js • Autodesk Maya • Blender • Photoshop • Frostbite Engine • Git • Perforce • FastAPI • Flask • AWS S3/EC2 • GCP • Docker • GitHub Actions