

# Daniel Vasquez

## Software Engineer

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Vancouver, Canada



### EXPERIENCE

#### LFX Digital — *Software Engineer*

Jul 2019 - Dec 2022

Developed and integrated Blender Cycles based 3D render pipeline in scalable cloud solutions for the product life cycle of fashion and apparel brands. Implemented user facing tools and automated workflows in Browzwear VStitcher, CLO3D, and 3ds Max. Led the research and development of glTF based 3D viewers and annotations in a 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 ZBrush to efficiently publish 3D sculpting assets. Supported artists and technical directors across the visual effects pipeline by debugging issues in the publishing process and in artist workflows. Extended and maintained ShotGrid and PyQt based tools for asset setup, caching, viewing, and shot-data tracking..

#### Moving Picture Company — *Software Engineer*

May 2014 - Aug 2015

Developed Nuke 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

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

### LANGUAGES

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

### FRAMEWORKS / APIS

React.js • Next.js • Redux • Electron.js • PyQt • FastAPI • Flask • CLO3D • Browzwear • Blender • Autodesk Maya • Git • GitHub Actions • AWS S3 • Google Cloud Run • Firebase • Docker

### PUBLICATION

Roundshot Pipeline at MPC for "Godzilla" (SIGGRAPH 2015)