

# Pipeline Dev / TA

# Daniel Vasquez

Software Engineer / Technical Artist

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GitHub: [github.com/danvas](https://github.com/danvas)  
Vancouver, Canada

## HIGHLIGHTS

Eight years of hands-on developer experience building frontend tools and DCC plugins designed to streamline 2D/3D content creation for complex pipelines and workflows of all scales. Effectively collaborated as a key contributor on a SaaS platform at a startup that was acquired by LFX Digital. Designed a Python API at MPC, resulting in co-authoring a SIGGRAPH publication.

## WORK EXPERIENCE

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

March 2024 to Present

Develop and optimize content production tools within Frostbite real-time engine, enhancing workflow efficiency for AAA game development. Ownership of live content support, ensuring smooth cross-team collaboration using clear and timely communication and proficient debugging skills. Design new asset data types and implement a camera system within Frostbite to streamline the character review process, enabling faster iteration cycles for stakeholders.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led the development of web 3D viewing and annotating solutions in the product life cycle for leading apparel brands such as Supreme. Wrote C++ and Python plugins for various DCCs including Blender and 3dsMax. Contributed to a compute graph framework on AWS for scalable processing and rendering of 3D content on the cloud. Extended and debugged Python tasks in our compute framework. Started tenure early at a startup which was acquired by LFX Digital.

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

April 2016 to July 2018

Designed and developed plugins for 3D sculpting software to export and publish large FBX assets and texture files. Implemented video plugin to visualize asset metadata in dailies. Supported over 30 artists across the pipeline, debugged issues in asset management and workflows. Extended Python tools for the setup, caching, viewing, and tracking of thousands of digital assets.

### 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. Provided technical support to over 20 internal users. Oversaw updates on environments, ensuring 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, Present:* WebGPU API in C++
- *[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
- *[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 • GUI design • Agile practices • CD/CI • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs • Visual programming

## TECHNOLOGIES

*Languages:* Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS

*Technologies:* React.js • Next.js • Redux • Electron.js • Node.js • PyQT • FastAPI • Flask • Blender • Maya • Frostbite Engine • Git • Perforce • AWS S3 • GCP • Firebase • Docker

**VF Corp**

# Daniel Vasquez

## 3D Software Engineer

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### HIGHLIGHTS

Passionate developer with 8+ years of hands-on experience programming DCC plugins and cross-platform tools designed to streamline 2D/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

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

March 2024 to March 2025

Drove efficiency on a AAA game by developing content pipeline features in collaboration with engineers, designers, and product managers. Wrote custom scripts for Adobe Photoshop that accelerated artist workflows by up to 20x. Designed and implemented a 3D camera system within Frostbite engine to streamline the in-game character review process, enabling faster iteration cycles.

#### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led the development of web 3D viewing and annotating solutions in the product life cycle for leading apparel brands such as Supreme. Developed features in C++ and Python for Blender, 3dsMax, VStitcher, and CLO3D, enabling apparel designers to efficiently export, upload and distribute large 3D files and textures. Contributed to a compute graph framework on AWS EC2 for scalable processing and rendering of content on the cloud. Extended Python processes, implemented unit and functional tests, and debugged in the compute framework.

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

April 2016 to July 2018

Designed and developed plugins for 3D sculpting software to export and publish large FBX assets and texture files. Implemented RV video player feature in Python to visualize asset metadata on dailies review. Supported over 30 artists across the pipeline, troubleshooting issues in asset management and workflows. Extended PySide tools to publish, cache, view, and track of thousands of digital assets.

#### 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. Provided technical support to over 20 internal users. Oversaw updates on environments, ensuring timely and scheduled releases.

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- *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 • GUI design • Agile methodology • DevOps • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs • Node-based programming

### TECHNOLOGIES

*Languages:* Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS • MaxScript

*Frameworks & DCCs:* React.js • Next.js • Electron.js • Qt/PySide • FastAPI • Flask • Adobe Photoshop / Substance 3D • CLO3D • Browzwear • Blender • Maya • Frostbite Engine • Git • Perforce



# Lululemon-InsightG

Lululemon

# Daniel Vasquez

## Software Engineer

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March 2024 to March 2025

Drove efficiency on a AAA game by developing content pipeline features in collaboration with engineers, designers, and product managers. Wrote custom scripts for Adobe Photoshop that accelerated artist workflows by up to 20x. Designed and implemented a 3D camera system within Frostbite engine to streamline the in-game character review process, enabling faster iteration cycles.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Collaborated in building a compute graph framework on AWS EC2, designed for scalable headless rendering and processing of FBX and glTF assets on the cloud. Core developer of C++ and Python plugins for Browzwear VStitcher, Blender, 3dsMax, and CLO3D, enabling apparel designers to efficiently export, upload, and distribute large files and textures to our cloud compute framework. Led the research & development of web solutions for collaboratively viewing and annotating 3D models in the product lifecycle for leading apparel brands such as Supreme. Implemented webhooks to streamline Teamwork.com and BeProduct PLM workflows. Our platform streamlined 3D workflows and allowed garment designers to offload 3D rendering to the cloud, achieving faster and consistent digital content creation, while integrating into their preferred PLM.

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

April 2016 to July 2018

Designed and developed plugins for 3D sculpting software to export and publish large FBX assets and texture files. Implemented RV video player feature in Python to visualize asset metadata on dailies review. Extended PySide tools to publish, cache, view, and track of thousands of digital assets.

### Software Engineer — *MPC*

May 2014 to August 2015

Designed a Python API to automate high-throughput processing of images for panoramic stitching, resulting in a co-authored publication at SIGGRAPH 2015.

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## SKILLS

Full Stack development • 2D/3D content creation tooling and workflow automation • GUI design • Agile methodology • DevOps • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs • Node-based programming

## TECHNOLOGIES

*Languages:* Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS • MaxScript

*Frameworks & DCCs:* React.js • Next.js • Electron.js • Qt/PySide • Flask • Three.js • Photoshop scripting • CLO3D • Browzwear API • Blender • Maya • Frostbite Engine • Git • AWS





**Netflix-JR32404**

# Daniel Vasquez

Software Developer / Technical Director

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## HIGHLIGHTS

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## WORK EXPERIENCE

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

March 2024 to March 2025

Supported objectives on content production for character art teams and live services by providing pipeline troubleshooting, user support, technical direction, and developing/optimizing content production tools within the Frostbite real-time engine. Designed, developed, and wrote well-maintainable and high-quality code. Designed new asset data types and implemented a camera system to streamline the character review process, enabling faster iteration cycles for stakeholders.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led the development of web 3D viewing and annotating solutions in the product life cycle for leading apparel brands such as Supreme. Wrote C++ and Python plugins for various DCCs including Blender and 3dsMax. Contributed to a compute graph framework on AWS for scalable processing and rendering of 3D content on the cloud. Extended and debugged Python tasks in our compute framework. Started tenure early at a startup which was acquired by LFX Digital.

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

April 2016 to July 2018

Designed and developed plugins for 3D sculpting software to export and publish large FBX assets and texture files. Implemented RV plugin, leveraging ShotGrid API, to visualize asset metadata in dailies. Supported over 30 artists across the pipeline, debugged issues in asset management and workflows. Extended Python tools for the setup, caching, viewing, and tracking of thousands of digital assets.

### 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. Provided technical support to over 20 internal users. Oversaw updates on environments, ensuring timely and scheduled releases.

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## SKILLS

Full stack development • 2D/3D content creation tooling and workflow automation • GUI design • Agile practices • CD/CI • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs • Node-based programming

## TECHNOLOGIES

*Languages:* Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS

*Technologies:* React.js • Next.js • Redux • Electron.js • PyQt • FastAPI • Flask • Blender • Maya • Frostbite Engine • Git • Perforce • AWS S3 • GCP • Flow Production Tracking / ShotGrid



# Epic

# Daniel Vasquez

## Pipeline Developer

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## HIGHLIGHTS

Passionate developer with 8+ years of hands-on experience building cross-platform tools designed to streamline 2D/3D content creation production 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

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

March 2024 to March 2025

Drove art production efficiency on AAA game Live Service content by providing pipeline troubleshooting, artist support, practical solutions, and extending and optimizing art production tools while collaborating with cross-functional teams to balance development priorities and timelines. Designed and developed new asset types and workflow tooling, and implemented a camera system within Frostbite engine to streamline the character review process, enabling faster iteration cycles.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led the development of web 3D viewing and annotating solutions in the product life cycle for leading apparel brands such as Supreme. Wrote C++ and Python plugins for Blender, 3dsMax, Browzwear, and CLO3D. Contributed to a compute graph framework on AWS for scalable processing and rendering of 3D content on the cloud. Extended and debugged Python tasks in our compute framework. Started tenure early at a startup which was acquired by LFX Digital.

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

April 2016 to July 2018

Designed and developed plugins for 3D sculpting software to export and publish large FBX assets and texture files. Implemented video plugin to visualize asset metadata in dailies. Supported over 30 artists across the pipeline, debugged issues in asset management and workflows. Extended Python tools for the setup, caching, viewing, and tracking of thousands of digital assets.

### 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. Provided technical support to over 20 internal users. Oversaw updates on environments, ensuring timely and scheduled releases.

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- *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 • GUI design • Agile practices • DevOps • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs • Visual programming

## TECHNOLOGIES

*Languages:* Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS

*Technologies:* React.js • Next.js • Redux • Electron.js • Node.js • PyQT • FastAPI • Flask • Flow Toolkit / ShotGrid • Blender • Maya • Frostbite Engine • Git • Perforce • AWS S3 • GCP



# WildBrain

# Daniel Vasquez

## Pipeline Developer

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GitHub: [github.com/danvas](https://github.com/danvas)  
Vancouver, Canada

## HIGHLIGHTS

Passionate developer with 8+ years of hands-on experience building tools designed to streamline 2D/3D content creation production in complex pipelines and workflows of all scales. Effectively collaborated as a key contributor on a 3D rendering cloud platform pipeline at a startup that was acquired by LFX Digital. Designed a Python API at MPC, resulting in a SIGGRAPH publication.

## WORK EXPERIENCE

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

March 2024 to March 2025

Drove art production efficiency on a AAA game's Live Service content by providing pipeline troubleshooting, artist support, and extending and optimizing DCC tools while collaborating with cross-functional teams to balance development priorities and timelines. Architected and implemented automated processes and workflow tooling, and implemented a camera system within Frostbite engine to streamline the in-game character review process, enabling faster iteration cycles.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led the development of web 3D viewing and annotating solutions in the product life cycle for leading apparel brands such as Supreme. Wrote C++ and Python plugins for Blender, 3dsMax, and CLO3D to efficiently export large 3D assets and automatically upload them to our cloud platform. Wrote Python processes, implemented unit tests, and debugged in our compute graph framework on AWS EC2, for scalable processing and rendering of 3D assets on the cloud.

### Pipeline Developer — *Scanline VFX*

April 2016 to July 2018

Designed and developed plugins for ZBrush to efficiently export and publish large FBX assets and texture files. Implemented plugin for RV, leveraging Flow Toolkit, to visualize asset metadata in dailies. Supported over 30 artists across the pipeline, debugged issues in asset management and workflows. Extended Python tools for the setup, caching, viewing, and tracking of thousands of digital assets.

### 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. Provided technical support to over 20 internal users. Oversaw updates on environments, ensuring timely and scheduled releases.

## EDUCATION

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2012 to 2016

### Seneca Polytechnic

*Graduate Certificate - 3D Animation*,  
2006 to 2007

## PERSONAL PROJECTS

- *Self-learning, Present*: WebGPU API in C++
- *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 GCP 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 & interoperability • Fullstack development • GUI design • Agile methodologies • DevOps • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs • Node-based programming

## TECHNOLOGIES

*Languages*: Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS

*Technologies / DCCs*: React.js • Next.js • Redux • Node.js • PyQT • Flask • Flow Toolkit / ShotGrid • Blender • Maya • Frostbite Engine • Photoshop • Git • Perforce • AWS • GCP



# FrontEnd

# Daniel Vasquez

## Software Engineer

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Vancouver, Canada

## HIGHLIGHTS

Passionate developer with 8+ years of hands-on experience programming frontends designed to streamline content creation in complex pipelines and workflows of all scales. Effectively collaborated as a key frontend 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

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

March 2024 to March 2025

Drove efficiency on a AAA game by developing web tools and automated workflows for content production, collaborating with cross-functional teams. Wrote JavaScript tools for Adobe Photoshop, accelerating artist workflows by 20x. Designed a GUI add-on for Google Sheets that scrapes website data, structured information, and distributed updates via webhooks, boosting team productivity.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led development of a Lit/React frontend for collaborative 3D viewing and annotating, integrated in asset management systems at leading apparel brands. Key contributor on a compute graph framework on AWS EC2 for scalable processing and rendering of 3D assets on the cloud. Partnered with the design team to implement an Electron.js app in TypeScript for uploading large 3D assets and queuing jobs with Sumo Logic monitoring. Wrote Python processes, implemented unit and functional tests, and debugged in our cloud framework.

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

April 2016 to July 2018

Designed and developed plugins for 3D sculpting software to export and publish large FBX assets and texture files. Implemented RV video player feature in Python to visualize asset metadata on dailies review. Supported over 30 artists across the pipeline, troubleshooting issues in asset management and workflows. Extended PySide tools to publish, cache, view, and track of thousands of digital assets.

### 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. Provided technical support to over 20 internal users. Oversaw updates on environments, ensuring timely and scheduled releases.

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## SKILLS

Frontend development • 2D/3D content creation tooling and workflow automation • UI design • Agile methodology • DevOps • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating REST APIs

## TECHNOLOGIES

*Languages*: Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS

*Frameworks & Technologies*: React.js • Lit • Next.js • Electron.js • Web Components • Bootstrap • FastAPI • Flask • Blender • Maya • AWS S3 • GCP • Git

**meshy.ai**

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## Software Engineer

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Vancouver, Canada

## HIGHLIGHTS

Passionate frontend developer with 8+ years of hands-on experience building user-facing tools designed to streamline 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

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

March 2024 to March 2025

Drove efficiency on a AAA game by developing artist-facing tools and automated workflows for content production, collaborating with cross-functional teams. Wrote JavaScript tools for Adobe Photoshop, accelerating artist workflows by 20x. Designed a GUI add-on for Google Sheets that scrapes website data, structured information, and distributed updates via webhooks, boosting team productivity.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led development of a Lit frontend for collaborative 3D viewing and annotating, integrated in asset management systems at leading apparel brands. Key contributor on a compute graph framework on AWS EC2 for scalable processing and rendering of 3D assets on the cloud. Partnered with the design team to implement a Node.js/React.js app in TypeScript for uploading large 3D assets and queuing jobs with Sumo Logic monitoring. Wrote Python processes, implemented unit and functional tests, and debugged in our cloud framework.

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# FullStack

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## WORK EXPERIENCE

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

March 2024 to March 2025

Architected solutions that connect established microservices to frontend tools, enabling cross-functional teams to efficiently streamline the production of a AAA game's Live Service content. Wrote JavaScript tools for Adobe CC, accelerating artist workflows by 20x. Created a GUI add-on for Google Sheets that scrapes websites and distributes structured data via webhooks, boosting team productivity.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led development of a SPA for collaborative 3D viewing and annotating, seamlessly integrated in Java/Spring backend at leading apparel brands. Partnered with the design team to implement a Node.js app in TypeScript for uploading large 3D assets and queuing jobs to our cloud platform. Wrote Python processes, implemented unit and functional tests, and debugged in our compute graph framework on AWS EC2, for scalable processing and rendering of 3D assets on the cloud.

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## SKILLS

Full stack development, with emphasis on frontend • 3D content creation tooling & interoperability • Test-driven development • UI design • Agile methodology • CI/CD • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating RESTful APIs • UNIX

## TECHNOLOGIES

*Languages*: Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS • Java

*Frameworks & Technologies*: React.js • Redux • Lit • Node.js • Next.js • Electron.js • Bootstrap • Django • Flask • AWS • GCP • Firebase • Docker • Git • OAuth 2.0 • MySQL

# FullStack-NFB

# Daniel Vasquez

## Full Stack Developer

Email: [d@nielvas.co](mailto:d@nielvas.co)  
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GitHub: [github.com/danvas](https://github.com/danvas)  
Vancouver, Canada

## HIGHLIGHTS

Passionate developer with 8+ years of hands-on experience building fullstack solutions and automations designed to streamline 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

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

March 2024 to March 2025

Architected solutions connecting established microservices to frontend tools, enabling cross-functional teams to efficiently streamline the production of a AAA game's live service content. Wrote JavaScript tools for Adobe CC, accelerating artist workflows by 20x. Created a GUI add-on in Google Sheets that scrapes websites and distributes structured data via webhooks, boosting productivity.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led development of a SPA for collaborative 3D viewing and annotating, seamlessly integrated in Java/Spring backend at leading apparel brands. Partnered with the design team to implement a Node.js based app in TypeScript for uploading large 3D assets and queuing jobs to our cloud platform. Wrote Python processes, implemented unit and functional tests, and debugged in our compute graph framework on AWS EC2, for scalable processing and rendering of 3D assets on the cloud.

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

April 2016 to July 2018

Designed and developed plugins for 3D sculpting software to export and publish large FBX assets and texture files. Implemented RV video player feature in Python to visualize asset metadata on dailies review. Supported over 30 artists across the pipeline, troubleshooting issues in asset management and workflows. Extended PySide tools to publish, cache, view, and track of thousands of digital assets.

### 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. Provided technical support to over 20 internal users. Oversaw updates on environments, ensuring 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*: WebGPU API in C++
- *Spotify*, 2023: Containerized web app to play and download Spotify playlists, achieved 10x speed improvement in batch downloads by implementing asynchronous I/O streaming from backend
- *Lyddy*, 2019: Social media network using undirected graph structure in Firebase Realtime Database, with a React frontend

## SKILLS

Full stack development, with emphasis on frontend • 3D content creation tooling & interoperability • Test-driven development • UI design • Agile methodology • CI/CD • Writing technical & end-user documentation • Mentoring and code reviewing • Integrating RESTful APIs • UNIX

## TECHNOLOGIES

*Languages*: Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS • Java

*Frameworks & Technologies*: React.js • Redux • Lit • Node.js • Next.js • Electron.js • Bootstrap • Django • Flask • AWS • GCP • Firebase • Docker • Git • OAuth 2.0 • MySQL



# SrFullStack-GSM

# Daniel Vasquez

## Software Developer

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## HIGHLIGHTS

Passionate developer with 8+ years of hands-on experience building cross-platform applications designed to streamline 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

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

March 2024 to March 2025

Drove efficiency on a AAA game's live content production by designing user facing web tools and automated workflows, collaborating with cross-functional teams. Wrote JavaScript tools for Adobe CC, accelerating artist workflows by 20x. Created a GUI add-on for Google Sheets that scrapes websites and distributes structured data via webhooks, boosting team productivity.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Proactively led development of a three.js SPA for collaborative 3D viewing and annotating, seamlessly integrated in Java/Spring backend at leading apparel brands. Partnered with the design team to implement an Electron.js app in TypeScript for uploading large 3D assets and queuing jobs to our cloud platform. Wrote Python processes, implemented unit and functional tests, and debugged in our compute graph framework on AWS EC2, for scalable processing and rendering of 3D assets on the cloud.

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- *Lyddy*, 2019: Social media network using an undirected graph structure in Firebase Realtime Database, with a React frontend

## SKILLS

Fullstack, with emphasis on frontend, development • 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

*Languages*: Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS • Java

*Frameworks & Technologies*: React.js • Lit • Next.js • Electron.js • Blender • three.js • FastAPI • Flask • AWS S3/EC2 • GCP • Firebase • Docker • Git • GitHub Actions • SQL/noSQL

# Ansys

# Daniel Vasquez

## Full Stack Developer

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## WORK EXPERIENCE

### Software Developer — *nielvas.co*

April 2025 to Present

Developing a performant browser-based 3D visualization in Three.js, including custom shaders and post-processing effects, precisely matching reference images.

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

March 2024 to March 2025

Spearheaded JavaScript-based tools and GUIs to automate workflows, accelerating artist productivity for AAA game content. Designed new data types and implemented a camera system in Frostbite game engine to streamline the character review process, enabling faster iteration cycles for cross-functional teams.

### Software Engineer — *LFX Digital*

July 2019 to December 2022

Led R&D to develop collaborative viewing and annotating of 3D models on a frontend using React, TypeScript and Three.js. 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 unit tests, conducted bug verification, thorough release testing, and provided beta support.

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*Frameworks & Technologies*: React.js • Lit • Next.js • Electron.js • Blender • Three.js • FastAPI • Flask • AWS S3/EC2 • GCP • Firebase • Docker • Git • GitHub Actions • MongoDB



# SoftwareDeveloper

# Daniel Vasquez

## Full Stack Developer

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# Side-gameplayEngineer

# Daniel Vasquez

## Software Engineer

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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

*Languages*: Python • JavaScript • TypeScript • C++ • Bash / Shell script • HTML / CSS

*Frameworks & Technologies*: React.js • Lit • Next.js • Electron.js • Blender • Three.js • FastAPI • Flask • AWS S3/EC2 • GCP • Firebase • Docker • Git • GitHub Actions • MongoDB



**EA-TA**

# Daniel Vasquez

Software Developer / Technical Artist

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Web: [da.nielvas.co](http://da.nielvas.co)  
GitHub: [github.com/danvas](https://github.com/danvas)  
Vancouver, Canada

## HIGHLIGHTS

Passionate software developer with 8+ years of hands-on experience building cross-platform 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 (TFT) — *Electronic Arts Inc.*

March 2024 to March 2025

Designed new data types, implemented a camera system in Frostbite, and integrated Graph Editor modules to streamline UFC character review process, enabling cross-functional teams to iterate faster. Spearheaded DCC and CLI tooling to automate TA tasks, accelerating productivity for UFC Live Service content, closely collaborating with Engineers, Art Directors, and Development Directors. Wrote FBScripts 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

*Languages*: Python • JavaScript • TypeScript • C++ • Bash / PowerShell script • HTML / CSS

*Frameworks & Technologies*: Maya • Blender • Photoshop • Frostbite Engine • Git • Perforce • React.js • Next.js • Three.js • FastAPI • Flask • AWS S3/EC2 • Google Cloud Platform • Docker • GitHub Actions



# Website

# Daniel Vasquez

## Software Engineer

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GitHub: [github.com/danvas](https://github.com/danvas)  
Vancouver, Canada

## 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.

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## TECHNOLOGIES

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• 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 •  
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