

Daniel Vasquez

Software Engineer

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EXPERIENCE

LFX Digital — *Software Engineer*

2019 - 2022

Developed and integrated Blender Cycles based 3D pipeline for scalable cloud render solutions in 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*

2016 - 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 handoff between artists.

Moving Picture Company — *Software Engineer*

2014 - 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 a SIGGRAPH publication.

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

SKILLS

VFX and animation pipeline tooling • Plugin development and workflow automation for 3D DCC software • User interface design and development • Full Stack web development • Continuous Delivery • Technical and end user documentation • Mentorship and reviewing code

LANGUAGES

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

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)