

RANDY PANOPPIO

Vancouver, B.C., Canada • 778-926-8693 • randypanopio@gmail.com • randypanopio.github.io

Professional Experience

Electronic Arts Burnaby, British Columbia
Associate Technical Artist Sept 2021 - Feb 2023
Supported content creation tools and workflow pipeline development to deliver art assets from creation to in game render. Supported FIFA titles: 22, 23, FC24, FIFA Online, FIFA Mobile, and unreleased mobile incubation titles.

- Enhanced tools through porting legacy C#, MEL and in-house scripts to align with native Python code and updated shell scripts. Working through decoupling deprecated code and plugins, ensuring a smooth artist workflow and facilitating new feature integrations within the FIFA team's internal suite of tools.
- Collaborated with migrating our core content delivery pipeline. Reducing run time 10-fold, and enabling the team to extend new workflow pipelines, saving approximately 1-2 months of staff-hours per cycle. Deployed within EA's farm machine network to automate this delivery pipeline.
- Improved content delivery workflows to meet production demands by building content cleanup and validation tools, and content migration tools that leverage EA's DCC APIs, Perforce API, and Jira API enabling a seamless transition between cycles.
- Key liaison for character assets, resolving issues across the production cycle, providing artist debugging and support. Improved year-over-year metrics by 32% (2021-2022), collaborating with cross-functional teams, producers, engineers, and international groups to optimize content delivery within tight timelines.

Under the GUI Academy Inc. Vancouver, British Columbia
Programming Instructor Dec 2020 - June 2021
Led 1-on-1 online sessions teaching students in learning programming concepts with hands-on Web, Unity, and Python projects.

- Taught programming foundations, web development, and game design to diverse-level students. Tailored each session for individual comprehension, ensuring concepts were presented in an easily understandable manner.
- Directed how to build a game from scratch, going through game design documents and implementing game mechanics and systems in Unity, with a focus on project structures, and teaching how to tackle technical problems to enable students to further work on their projects on their own.
- Guided students on translating wireframe mockups into real websites. Teaching how to use CSS frameworks, JavaScript, utilizing API calls, and CSS preprocessors.

Safe Software Inc Surrey, British Columbia
Front-End Web Developer Co-op May 2018 - Jan 2019
Integrated into agile workflow as a front-end developer and UX/UI designer, building GIS management interfaces.

- Collaborated with cross-functional teams encompassing developers, product managers, and stakeholders. Working through the integration of a new pivotal core feature, now harnessed by over 200,000 active customers.
- Developed and integrated 3 distinct feature-complete UIs within a hybrid Angular framework. This was accomplished over three design iterations and successfully concluded within a demanding 4-month testing phase.
- Worked in a test-driven development environment, authoring and maintaining unit tests with Jasmine and Karma.
- Aligned with the internal front-end team with a unified design language through a standardized in-house CSS framework and documentation as the project progressed through its design iterations.

Skills

Programming Languages	Python, C#, MayaPy, MEL, Batch, Powershell, JavaScript, SQL
Tools & Frameworks	Unity, PySide, PyQt, Perforce, Git, Jenkins, Jira (API), Shotgrid (API)
Content Creation	Maya, Blender, Substance (Designer, Painter), Photoshop, Shaders (Stylized, PBR)

Education

Simon Fraser University Surrey, British Columbia
B.Sc. Interactive Arts & Technology, Concentration in Interactive Systems 2015 - 2020

Projects

Publishing game development case studies on social media, exploring various game development workflows. Focusing on programming game systems and content creation, utilizing Unity, C#, Unity animation systems, PBR materials and Shader Graphs.

- Was awarded as the top project by a panel of industry judges among 20 teams. (SFU-SIAT Advanced Game Design)