

RANDY PANOPPIO

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Design oriented developer with a focus on building usable and maintainable tools. With a diverse background of user experience and web development, to cinematography and physical art. I try to bridge ideas and build sustainable products in all of the projects that I partake in.

Work Experience

Electronic Arts Associate Technical Artist

Burnaby, British Columbia
Sept 2021 - Feb 2023

Worked on pipeline tool development and management to deliver art assets from content creation to in game render. Supported multiple FIFA/FC titles including titles from 22, 23, the FC rebrand, FIFA Online, FIFA Mobile, and unreleased incubation football titles.

- Subject matter expert on content management, and worked on designing and replacing the delivery pipeline, tripling the previous workflow's throughput and reducing process runtime from a 10 minute run down to 1 minute, while introducing previously unsupported content into this automated framework. Supporting over a hundred thousand unique files and assets per year.
- Collaborated and supported cross domain teams and multiple international teams to organize, process, and deliver content into the game while maintaining production timelines.
- Enhanced DCC (Digital Content Creation) tools, modernized legacy pipelines through code updates and moving towards automations, including migrations to new in-house technologies. Developed new tools to streamline and automate repetitive tasks for artists and management. Provided training and support on production workflows and tools.

Under the GUI Academy Inc. Programming Instructor

Vancouver, British Columbia
Dec 2020 - June 2021

Taught children ages 7 - 16 concepts of programming through hands on Unity and website projects during weekly online class sessions.

- Introduced concepts regarding programming foundations, web development, and game design to children with various skill levels.
- Volunteered creating personalized coding projects and challenges for advanced students who showed interest in expanding their programming repertoire.

Safe Software Inc. Front-End Web Developer - Co-op

Surrey, British Columbia
May 2018 - Dec 2018

Acted as a front-end developer and the primary interface designer, integrating myself within an agile workflow, maintaining and building web interfaces for a suite of enterprise GIS management tools.

- Collaborated with a team of developers, product managers, and stakeholders working on a new core feature, on an enterprise web application used by over 10,000 organizations worldwide.
- Implemented three new UI for new features built upon existing management tools with over 100 individual UI elements within 3 design iterations, and completed within a rigorous 4 month testing phase.
- Worked in an agile and test-driven development environment, building upon a hybrid web framework application while authoring and maintained unit tests during production.

Projects

Freelance Developer On-Call

2020 - Ongoing

Semi-active developer in the indie industry, and in the open source environment as a whole.

- Developed and contributed to open-source projects, including companion web applications leveraging game data, as well as native plugins and applications for streaming activities. Published and available on my personal GitHub portfolio.
- Contributed to projects and released some of my own. Developing in-house content management systems, importers, and various in-game systems. Working on procedural level editors, dialogue/interaction systems, internal design tools, character AI, and various gameplay systems.

Education

Simon Fraser University

Interactive Arts and Technology (SIAT), Bachelor of Science - Concentration of Interactive Systems
2015 - 2020

Skills

Development

Languages: C#, Python, Java, PS
Web: FE stack, PHP, JS Libraries
Version: Git, Perforce, GitHub
API Development & Integrations

Content Creation

Texturing & Processing (PS)
3D Modeling (Maya, Blender)
Character Rigging
FK/IK Animations

Toolkit

Maya Scripting (MayaPy, PyMEL)
Jira, Shotgun (Integrations)
UI: Web, PySide, Qt
Shaders (Shader Graphs)