RANDY PANOPIO

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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.

- Key liaison for character assets, resolving issues across the production cycle, providing artist debugging and support. Achieved a 32% year-over-year improvement with milestone delivery efficiency metrics (2021-2022), collaborating with cross-functional teams, producers, engineers, and international groups to optimize content delivery within tight timelines.
- Collaborated with migrating our core content delivery pipeline into a modern automated process, supporting over a hundred thousand unique files and assets per year. Achieving a 10-fold reduction in delivery time and cutting wait times by up to a week per issue, resulting in approximately 2 months of saved staff-hours per project cycle.
- 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 features within the FIFA team's internal suite of tools and software.
- Improved content new 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.

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.

- Instructed web development, with JavaScript, API usage, CSS frameworks and CSS preprocessors. Guided students in Unity game development through building various game systems, emphasizing problem-solving skills.
- Taught code fundamentals, software design, and troubleshooting/debugging skills to diverse-level students. Tailored each session for individual comprehension, ensuring concepts were presented in an easily understandable manner.

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)