

RANDY PANOPIO

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

Skills

Development

Languages: .NET, C#, Python, Java
Web: JS, PHP, Angular, Vue, Django
Tools: Powershell, NodeJS, Docker
Version Control: Git, Perforce, GitHub, Sourcetree

Content Creation

Maya & Scripting (MayaPy, PyMEL),
Adobe Creative Suite (Photoshop),
3D Modelling,
Character Rigging,
FK/IK Animation,
Vector & Raster Graphics

Toolkits

Unity Engine, Frostbite Engine,
Procedural Content Generation,
3D Modelling,
Character Rigging,
IK Animations,
Shaders (Shader Graphs)

Methodologies

Test Driven Development,
Agile Methodology,
Iterative Design Process,
Pipeline Architecture Design,
User Research Methodology

Education

Simon Fraser University

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

2015 - 2020

Work Experience

Electronic Arts

Associate Technical Artist

Burnaby, British Columbia

Sept 2021 - Present

Worked on pipeline tool development and management to deliver art assets from content creation all the way to in game render. Supported multiple FIFA/FC titles including titles from 22, 23, 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 time it takes to run the process from a typical 10 minute cold run down to 1 minute, while introducing previously unsupported content into this automated framework.
- Worked on improving and replacing legacy pipelines, saving the team workflow capacity by up to 75% by eliminating manual workflows with automated pipelines.
- Trained and supported Technical Artists, Artists, and Management on our production workflows and tools
- Collaborated and supported cross domain teams and multiple international teams to organize, process, and deliver content into the game while maintaining production timelines
- Updated existing DCC tools and authoring new tools to improve and automate repetitive tasks from artists.

Under the GUI Academy Inc.

Programming Instructor

Richmond, 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 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, 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 across the world
- Designed and implemented three new UI for new features built upon existing management tools with over 100 individual UI elements, within 3 design iterations and testing phase completed in the span of 4 months
- Worked in an agile and test-driven development environment, building from a hybrid web frameworks while maintaining and authoring unit tests during production