

RANDY PANOPPIO

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Design oriented developer with a focus on building usable and maintainable tools. With a background from web development and roots in UX/UI, to Game Development both in Indie and in AAA. I try to bridge ideas and build sustainable products in all of the projects that I partake in.

Work 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. Streamlined by decoupling unused legacy code and plugins, all while ensuring a smooth artist workflow and facilitating new feature integrations for each project.
- Collaborated with revamping the legacy asset delivery pipeline required to handle over 100,000 unique files annually, cutting down the previous manual runtime from 10 into a 1 minute process. Enabling the team to extend and support new workflows while enabling automations for this pipeline.
- Worked on content delivery workflows to align with production demands, including the development of tools for seamlessly adapting newly created geometries to older skeletons and formats. Updated content cleanup and validation tools to facilitate smooth transition between project cycles.
- Primary point of contact regarding character game assets, supporting QA, engineering, producers, and artists through debugging issues that arise from the production cycle. Including providing artist support and debugging.
- Collaborated and supported cross domain teams and multiple international teams to organize, process, and deliver content while maintaining tight production timelines.

Under the GUI Academy Inc.

Vancouver, British Columbia

Programming Instructor

Dec 2020 - June 2021

Led online sessions teaching students in learning programming concepts with hands-on projects in Web-based, Unity, and Python.

- 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.
- Volunteered creating personalized coding projects and challenges for advanced students who showed interest in expanding their programming repertoire. Creating refreshed curriculum content further implemented by other instructors.

Safe Software Inc.

Surrey, British Columbia

Front-End Web Developer

May 2018 - Dec 2018

Integrated into agile workflow as a front-end developer and UX/UI designer, building web-based GIS management tool 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 three distinct feature-complete UIs within a hybrid Angular/AngularJS framework. This was accomplished over three design iterations and successfully concluded within a demanding four-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 CSS framework and documentation as the project progressed through its design iterations.

Projects and Freelance

Active participant to the development community and a contributor to the open source community

- Released a companion web application leveraging game data with over a dozen unique active weekly users active since release
- Built Python plugins tailored to extend streamers' live-streaming applications.
- Mentored aspiring game developers, offering industry insights for skill enhancement and guiding portfolio improvements.

Iterating upon an original Unity roguelike solo project to continue to express various technical and design concepts through hands-on design and implementation of various game systems.

- Awarded as the winner from a panel of industry judges as the best project across 20 other teams.
- Explored cell-based algorithms to create a procedural map generator, allowing for a robust but complex world generation.

Education

Simon Fraser University

BSc. - Interactive Arts and Technology - Concentration in Interactive Systems

2021

Skills

Development

C#, Python, JavaScript, Java
Web: FE stack, PHP, JS Libs, Node
Batch Scripts, Powershell, Jenkins
Version: Git, Perforce, GitHub
Code Reviews & Testing

Content Creation

PBR Textures (Substance, PS)
Shaders (Stylized, PBR)
Modeling (Maya, Blender)
Basic Rigging, Skinning
FK/IK Animations

Toolkit

Maya Tooling (Python, MEL)
Jira, Shotgun (API)
UI: Web, PySide, PyQt
Technical Documentation
Asset Optimization