

# RANDY PANOPPIO

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

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 - Tools & Pipelines

Sept 2021 - Mar 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.

- Championed 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 automated process. Enabling the team to extend and support new workflows while allowing internal builds to automate this pipeline.
- Enhanced legacy tools through reverse-engineering 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.
- Improved and designed new workflows to align with production demands, including the development of tools for seamlessly adapting newly created geometries to older skeletons and formats. Integrated Jira REST API into our delivery pipeline, enhancing support for producers and QA in assessing deliverable readiness. Ported legacy code to work with EA's modernized framework.
- Primary point of contact regarding character game assets, supporting QA, engineering, producers, and artists through debugging issues that arise from the production cycle.
- 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.

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 into existing pages as part of an interface framework migration. This was accomplished over three design iterations and successfully concluded within a demanding four-month testing phase.
- Worked in a test-driven development environment, building on a hybrid Angular/AngularJS framework, authoring and maintaining unit tests with Jasmine and Karma.

## Projects and Freelance

Sept 2020 - Ongoing

- Contributed to the open source community through the release of companion web applications leveraging game data, to native Python plugins tailored to extend streamers' live-streaming applications.
- Offered one-off consulting services to fellow indie developers, tackling challenges such as developing in-house file system management solutions, to assisting on extending Unity tools for better content creation.
- Mentored aspiring game developers, offering industry insights for skill enhancement and guiding portfolio improvements.
- Launching KAGAI, a Unity pixel roguelike to continue to express my skills within Unity. Building upon a custom procedural map generator using cell-based algorithms, and integrating it into Unity's TileMap tools allowing for a robust but complex world generation. Designed modular internal gameplay tools, ranging from low-overhead UI, extensible agent AI, to custom pixel shaders with the intention for rapid prototyping.

## Education

### Simon Fraser University

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

2015 - 2020

## 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