RANDY PANOPIO

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

Skills

Programming Languages	Python, JavaScript, TypeScript, Bash, PowerShell, C#, PHP, SQL
Frameworks	Angular, AngularJS, Jasmine, Karma, PyTest, PySide, Qt, Helix, Swarm
Tools	Jira, Jenkins, Docker, Git, GitHub, Perforce, TestRail, Docker

Professional Experience

Electronic Arts   Burnaby, British Columbia
Associate Technical Artist - Tools & Pipeline Developer   Sept 2021 - Feb 2023
Supported build tools, content integration, and pipeline development for FIFA titles, including 22, 23, FC24, FIFA Online, FIFA Mobile, and unreleased mobile projects.
- Collaborated with our QA teams, production, and engineering teams, serving as the primary point of contact for character asset issues throughout the production cycle.
- Achieved a 32% year-over-year improvement with milestone delivery efficiency metrics (2021-2022) through continuous tool improvements and optimizing content delivery within tight timelines.
- Supported the update and automation of our content delivery pipeline, cutting QA wait times by up to 2 weeks per issue, resulting in approximately 2 months of saved staff-hours per cycle.
- Developed content cleanup, validation, and migration tools within EA's proprietary APIs, improving artist productivity and project cycle transitions.

Under the GUI Academy Inc.   Vancouver, British Columbia
Programming Instructor   Dec 2020 - June 2021
Led online sessions, teaching programming concepts with hands-on Web, Unity, and Python projects.
- Instructed in-depth web development and guided students in game development, emphasizing problem-solving skills.
- Taught code fundamentals, software design, and troubleshooting/debugging skills to diverse-level students, tailoring sessions for individual comprehension.

Safe Software Inc   Surrey, British Columbia
Front-End Web Developer Co-op   May 2018 - Jan 2019
Integrated into an agile workflow as a front-end developer and UX/UI designer, building GIS management interfaces.
- Teamed up with developers, product managers, and stakeholders to integrate a pivotal core feature, now serving 200,000+ customers worldwide.
- Designed and developed feature-complete UIs for an enterprise SPA web application. Successfully concluded after a demanding 4-month internal user testing phase.
- Authored and maintained unit tests, updated test cases, monitored daily builds, and conducted regular test runs.

Education

Simon Fraser University   Surrey, British Columbia
B.Sc. Interactive Arts & Technology, Concentration in Interactive Systems   2015 - 2020

Projects

- Solo Unity-based project, conducting programming and art. Winning top project by a panel of industry judges among 20 teams. (SFU-SIAT Advanced Game Design)
- Open source contributor, building solutions for personal fulfillment in helping others through code.