

RANDY PANOPIO

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Skills

Programming Languages

Tools & Frameworks

Content Creation

Python, C#, MayaPy, MEL, Batch, Powershell, JavaScript, SQL

Unity, PySide, PyQt, Perforce, Git, Jenkins, Jira (API), Shotgrid

Maya, Blender, Photoshop, Substance (Designer, Painter), Shaders (PBR)

Professional Experience

Electronic Arts

Burnaby, British Columbia

Associate Technical Artist

Sept 2021 - Feb 2023

Supported DCC tools, content integration, and pipeline development for FIFA titles, including 22, 23, FC24, FIFA Online, FIFA Mobile, and unreleased mobile projects.

- Key liaison for character assets, resolving issues across the production cycle, Worked with our artists, QA teams, production, and engineering teams in providing debugging, integration and technical support.
- 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 utilizing Jenkins, Shell scripts, Python and C# tools. Achieving a 10-fold reduction in delivery time and cutting QA wait times by up to 2 weeks per issue, resulting in approximately 2 months of saved staff-hours per cycle.
- Spearheaded porting internal legacy code to align with modern standards. Working through decoupling deprecated code and plugins, ensuring a smooth artist workflow and enabling the facilitation of new features..
- Developed content cleanup, validation, and migration tools within EA's proprietary APIs and DCC APIs, improving both artist workflow 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 web development and Unity game development , guiding students in problem-solving skills.
- Taught code fundamentals, software design, and troubleshooting/debugging skills to diverse-level students, tailoring sessions for individual comprehension, ensuring easy understanding of concepts.

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 within a hybrid Angular/AngularJS framework. Successfully concluded after a demanding 4-month internal user testing phase.
- Responsible for authoring and maintaining Jasmine/Karma framework unit tests in a test-driven environment, designed and 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

- Built a roguelike game with Unity, winning top project by a panel of industry judges among 20 teams. (SFU-SIAT Advanced Game Design)
- Open source contributor, building custom applications for personal fulfillment in helping others through code.