VANESSA PYNE

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Github LinkedIn Tumblr Website

EXPERIENCE

Software Engineer CBRE Build, August 2019 – Present
- Work on webGL-based web app, Build3D, comprised of custom webGL engine, GLSL, Node, Express, Angular, and a smidge of React.
- Spearhead automated screenshot test initiative; document, write system setup (Selenium & Browserstack), and process visual diff-ing.
- Document and streamline ffmpeg process and debug various issues in video recording.
- Write integration to export data from webGL engine to Adobe AfterEffects.
- Share informative & engaging presentations (ex. JS proxies; cascading shadow maps).
- Collaborate with 3D art team to address and automate technical impediments.

Senior Software Engineer Littlstar, April 2017 – July 2019
- Learned Swift and glkit to work on 360 video player for iOS and prepared it as an SDK to offer to B2B customers.
- Worked on open and closed source webGL framework axis3d.
- Worked on Ara, a rewardable, distributed peer-to-peer platform (Node).
- Managed and documented infrastructure services for Ara (AWS).
- Created Docker containers to run integration tests involving multiple codebases.

Participant Recurse Center, September – December 2016
- Focused time on C/C++, OpenGL, webGL, GLSL shaders, and the graphics pipeline.

Engineer Animoto, August 2014 – September 2016
- Worked with Rails, Backbone, gulp, karma, JIRA/Confluence, Snowplow analytics, and SQL, on multiple video creation products, including the marketing video builder.
- Tackled bug fixes, features, including integration with Aviary image editor, and cross browser compatibility with particular regard to webGL.
- Wrote JavaScript unit tests and utilized internal CI tools, Bamboo, and Jenkins.
- Took initiative to create and contribute to instructional technical documentation.

Full Stack Developer Tribeca Film Festival, February – April 2014
AfterEffects/Video Editor Vanessa Pyne LLC, 2009 – 2014

SKILLS
Javascript/Node, webGL, GLSL, ffmpeg, Swift, Ruby/Rails, Bash, C/C++, git, Adobe AfterEffects

EDUCATION
NYU School of Professional Studies, 2015
Introduction to C/C++ and Intermediate C++ Programming
Rhode Island School of Design, 2001 - 2005
BFA in Film/Animation/Video, English Concentration