

VANESSA PYNE

610-420-4483 | vipyne@gmail.com

[Github](#) [LinkedIn](#) [Tumblr](#) [Website](#)

EXPERIENCE

Software Engineer CBRE Build, August 2019 - Present

- Wrote integration to export data from custom WebGL engine to Adobe AfterEffects.
- Improved video export from Build3D web app using ffmpeg.
- Wrote automated screenshot test system with Selenium.

Senior Software Engineer Littlestar, 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 document infrastructure services for Ara (AWS).
- Created Docker containers to run integration tests involving multiple codebases.

Participant Recurse Center, September - December 2016

- Focused time on OpenGL, WebGL, GLSL shaders, and the graphics pipeline.
- Took deeper dives into C/C++, investigating OSX filesystem, and debugging in LLDB.

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++, MacOS/*nix, git

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