

# Alejandro Cabrera | Software Developer

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## Professional Summary

Software Developer with 10+ years in the VFX and animation industry, specializing in Python and C++ development for production pipelines. I design and build software for asset management, production tracking, and workflow automation across distributed teams. Strong experience with GUI development using Qt/PySide, database design, CI/CD pipelines, and cloud infrastructure.

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## Technical Skills

**Programming Languages:** Python, C++, Rust, Bash, JavaScript

**GUI & Frameworks:** Qt/PySide2-6, FastAPI

**Databases:** PostgreSQL, MySQL, MariaDB, DynamoDB

**DevOps & Tools:** Git, GitHub Actions, Jenkins, Docker, AWS, Terraform

**APIs & Integration:** RESTful APIs, ShotGrid, USD, Maya and Houdini APIs

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## Professional Experience

### Software Developer / Pipeline TD

**GHOST VFX, Ontario, Canada** | April 2022 – August 2025

- Built Python applications and tools for asset management and production workflows across multiple facilities
- Developed GUI applications with PySide2-6 for asset browsing and database interaction
- Refactored production code to latest standards and complex migrations
- Created cross-platform communication systems between Maya, Houdini, and Nuke

- Maintained automated deployment workflows with Bash, Rez, and GitLab CI/CD pipelines
- Managed Git repositories and contributed to GitLab-based CI/CD systems
- Worked directly with artists and production teams to gather requirements and optimize workflows

## **Software Developer / CG Tools TD**

**MARZ VFX, Ontario, Canada** | October 2021 – April 2022

- Refactored pipeline codebase in Python and C++ for better performance and maintainability
- Developed ShotGrid integrations and automated production workflows
- Built Deadline render farm plugins for job management
- Created Maya and Houdini tools for rigging, scene assembly, and asset publishing

## **Software Developer / Assets TD**

**MRX FX, Ontario, Canada** | March 2021 – September 2021

- Maintained asset repository system for version control and large-scale 3D asset management
- Developed Maya tools and Bash scripts for rigging workflows
- Optimized pipeline architecture in Python and C++ for better data handling

## **Software Developer / Rigging Pipeline TD**

**L'atelier Animation, Montreal, Canada** | August 2020 – February 2021 *Projects: Fireheart*

- Maintained rigging repository and version control systems for feature animation
- Built production tools and automation scripts in Python and Bash
- Refactored pipeline code to improve quality and scalability

## **Systems Administrator**

**Chamber of Commerce of Pasto, Colombia** | January 2016 – January 2017

- Managed mixed environment of Linux and Windows servers, databases, and network security protocols
  - Automated system backup, monitoring, and maintenance tasks using Python and Bash
  - Implemented user access controls and performed regular vulnerability assessments
  - Provided IT support and troubleshooting for hardware, software, and network issues
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## **Education**

**Bachelor of Science in Systems Engineering** University of Nariño, Colombia | 2003 – 2011  
*Equivalent to 4-year Bachelor's degree (World Education Services)*