

Alejandro Cabrera | Software Developer

+1 365 524 7715 | voidreamer@gmail.com | linkedin.com/in/voidreamer | Canadian Citizen

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.

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

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)