

# DANIEL VASQUEZ

Software Engineer  
& Technical Director

Canada: 604 616 6445 | France: 07 68 70 90 80 | d@nielvas.co | www.nielvas.co

## PROFILE

- 4+ years designing & developing software for the visual effects (VFX) pipeline in feature film
- Strong engineering principles, and effective communication with the team and clients
- Eager to collaborate with teams solving problems in VFX, extended reality, and blockchain

## SKILLS

### Languages

- Python, Unix shell
- JavaScript, HTML
- C/C++, Java, Swift

### Frameworks & Tools

- React, PyQt
- Firebase, npm/Yarn
- Redux, Node.js

### 2D/3D Applications

- Maya, Shotgun, RV
- ZBrush, Mari
- MeshLab, Houdini

## WORK EXPERIENCE

Mar 2016 - Pipeline Technical Director  
Jul 2018 *Scanline VFX, Vancouver*

- Developed pipeline tools and plugins to meet immediate and long-term VFX production demands
- Maintained a wide variety of existing workflows, plugins, scripts, front-end and back-end tools
- Improved the efficiency of asset setup, caching, viewing, and shot-data handoff between artist across the entire pipeline

May 2014 - Software Engineer  
Aug 2015 *Moving Picture Company (MPC), Vancouver*

- SIGGRAPH 2015 Talk: "Roundshot Pipeline at MPC for Godzilla"
- Developed and supported large scale software tools in the visual effects pipeline
- Debugged tools for Artists and Technical Directors across multiple disciplines
- Communicated and collaborated with teams of developers and artists, locally and globally

Sept - Dec 2013 Software Developer  
*IBM, Victoria*

- Interpreted UX designs in HTML, CSS and Javascript with high fidelity for social web application
- Wrote production quality, client-side code in Eclipse IDE and debugged using Chrome DevTools
- Built AJAX enabled custom widgets using Dojo Toolkit framework
- Learned the requisite web technologies while adhering to tight deadlines in an Agile process

May 2010 - Animator & Technical Artist  
Apr 2016 *Heylight.com (freelance)*

- Create 3D content, visual effects, and animation for mobile apps or animated/live-action films
- Write software tools in Python or Javascript to streamline animation process
- Conceptualize and create visual media for science education, mechanism of action (MoA) renderings, and marketing
- Past clients include United Nations, Conquer Mobile, Tangible Interaction, Telus, and Nissan

- Jan 2009 - May 2010    **Animation Specialist**  
*Stemcell Technologies, Vancouver*
- Conceptualized and created commercial and educational videos for marketing
  - Wrote scripts, developed storyboards, directed and lit live action content
  - Built and rendered 3D animation content; and composited, edited, and compressed videos
  - Programmed in MEL and simulated natural materials using nCloth

## EDUCATION

Class of 2017    **Bachelor of Computer Science**  
*University of British Columbia, Vancouver*

Class of 2006    **Bachelor of Science, Honours Biochemistry**  
*McMaster University, Hamilton*

## PERSONAL PROJECTS

- Feb 2018 - Present    **Lyddy Stream**  
*Firebase, React, Redux*
- Audio-sharing social networking platform where people can post or listen to live or pre-recorded audio content
  - Implementing the full stack, including a RESTful API for third-party applications

- Feb - Apr 2013    **WayFinder**  
*Java, Android SDK*
- Collaborated with classmates in building an Android application that helps guide a user along a walking tour of points of interest on the UBC campus
  - Implemented several Java objects that read and parses data from XML, displaying user-defined paths in the GUI using the Android SDK, Flickr API, and RESTful architecture
  - Utilized Software Engineering practices such as version control, UML design, and JUnit testing

- Feb - Mar 2011    **Cache Cloud for Maya**  
*Python, Autodesk Maya*
- Developed an I/O utility that creates Maya PDC binary files from a point-cloud sequence
  - Implemented a user-friendly GUI in MEL, allowing adjustments to import parameters
  - Included output file for logging import history

## INTERESTS

- Learning about the latest developments in technology
- Immersive interactivity, film, and animation as forms of storytelling
- Exploring new ways of presenting science in a public sphere
- Life drawing, playing guitar, tennis, swimming, hiking, and sailing