

# DANIEL VASQUEZ

Software Engineer  
& Technical Artist

604.616.6445 | danvasq@gmail.com | www.heyhighlight.com

## PROFILE

- 3+ years designing & developing software for the visual effects (VFX) pipeline in feature film
- Strong engineering principles, and effective communication with the team and clients
- Solving problems and improving efficiency in data management and flow across the pipeline

## SKILLS

### Programming

- Python, bash
- JavaScript, HTML
- C/C++, Java, SQL

### Environment & Tools

- Linux, macOS, Win
- Xcode, PyCharm
- PyQt, React

### Animaton & VFX

- Maya, After Effects
- RV, Nuke, Photoshop
- Fabric Engine, Houdini

## WORK EXPERIENCE

May 2016 - Present Pipeline Technical Director  
*Scanline VFX, Vancouver*

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

May 2014 - Aug 2015 Software Engineer  
*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 - Present Animator & Technical Artist  
*Hey Light, Vancouver*

- 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 - Animation Specialist  
May 2010 *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

- Nov 2015 - Tuneline  
Present *React, Ionic, Cinder*
- Front end of mobile web app where users create a timeline and tag timepoints with sounds
  - Implemented a GUI prototype in C++ using the Cinder framework in Xcode
  - Used Git for version control and Boost library for handling date objects

- 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

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