RANDY PANOPIO

Vancouver, B.C., Canada · 778-926-8693 · randypanopio@gmail.com · randypanopio.github.io

Skills

Programming Languages	Python, C#, MayaPy, MEL, Batch, Powershell, JavaScript, SQL
Frameworks	Unity, PySide, Qt, Perforce, Git, GitHub, Jenkins, Docker,
Tools & Content	Maya, Photoshop, Substance (Designer, Painter), Shaders (PBR), Jira, ShotGrid

Professional Experience

Electronic Arts   Burnaby, British Columbia
Associate Technical Artist   Sept 2021 - Feb 2023
Supported DCC tools, content integration, and pipeline development for FIFA titles, including 22, 23, FC24, FIFA Online, FIFA Mobile, and unreleased mobile projects.
- Key liaison for character assets, resolving issues across the production cycle, Worked with our artists, QA teams, production, and engineering teams in providing debugging, integration and technical support.
- Achieved a 32% year-over-year improvement with milestone delivery efficiency metrics (2021-2022) through continuous tool improvements and optimizing content delivery within tight timelines.
- Supported the update and automation of our content delivery pipeline, cutting QA wait times by up to 2 weeks per issue, resulting in approximately 2 months of saved staff-hours per cycle.
- Developed content cleanup, validation, and migration tools within EA's proprietary APIs and DCC APIs, improving artist productivity and project cycle transitions.

Under the GUI Academy Inc.   Vancouver, British Columbia
Programming Instructor   Dec 2020 - June 2021
Led online sessions, teaching programming concepts with hands-on Web, Unity, and Python projects.
- Instructed in-depth web development and guided students in game development, emphasizing problem-solving skills.
- Taught code fundamentals, software design, and troubleshooting/debugging skills to diverse-level students, tailoring sessions for individual comprehension.

Safe Software Inc   Surrey, British Columbia
Front-End Web Developer Co-op   May 2018 - Jan 2019
Integrated into an agile workflow as a front-end developer and UX/UI designer, building GIS management interfaces.
- Teamed up with developers, product managers, and stakeholders to integrate a pivotal core feature, now serving 200,000+ customers worldwide.
- Designed and developed feature-complete UIs for an enterprise SPA web application. Successfully concluded after a demanding 4-month internal user testing phase.
- Authored and maintained unit tests, updated test cases, monitored daily builds, and conducted regular test runs.

Education

Simon Fraser University   Surrey, British Columbia
B.Sc. Interactive Arts & Technology, Concentration in Interactive Systems   2015 - 2020

Projects

- Solo Unity-based project, conducting programming and art. Winning top project by a panel of industry judges among 20 teams. (SFU-SIAT Advanced Game Design)
- Open source contributor, building solutions for personal fulfillment in helping others through code.