VANESSA PYNE

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[Github](#) [LinkedIn](#) [Tumblr](#) [Website](#)

EXPERIENCE

Software Engineer **CBRE Build,** August 2019 - Present
- Work on [Build3D](#), an interactive 3D tool to visualize commerical real estate spaces; comprised of custom WebGL engine, GLSL, Node, Express, Angular, & React.
- Spearhead automated screenshot test initiative; document, write system setup (Selenium & Browserstack), and process visual diff-ing to improve app reliability.
- Document and streamline ffmpeg process and debug various issues in video recording.
- Write integration to export data from WebGL engine to Adobe AfterEffects to allow 3D art team to deliver video to clients with markedly faster turnaround times.
- Share informative & engaging presentations (ex. JS proxies; cascading shadow maps).
- Collaborate with 3D art team to address and automate technical impediments.

Senior Software Engineer **Littlstar,** April 2017 - July 2019
- Learned Swift/GLKit to work on iOS 360 video player & prepared SDK for B2B customers.
- Worked on open and closed source WebGL framework [axis3d](#).
- Worked on [Ara](#), a rewardable, distributed peer-to-peer platform (Node).
- Managed and documented infrastructure services for Ara (AWS).
- Created Docker containers to run integration tests involving multiple codebases.

Participant **Recurse Center,** September - December 2016
- Focused time on C/C++, OpenGL, WebGL, GLSL shaders, and the graphics pipeline.

Engineer **Animoto,** August 2014 - September 2016
- Worked with Rails, Backbone, gulp, karma, JIRA/Confluence, Snowplow analytics, and SQL, on multiple video creation products, including the [marketing video builder](#).
- Tackled bug fixes, features, including integration with [Aviary image editor](#), and cross browser compatibility with particular regard to WebGL.
- Wrote JavaScript unit tests and utilized internal CI tools, Bamboo, and Jenkins.
- Took initiative to create and contribute to instructional technical documentation.

Full Stack Developer **Tribeca Film Festival,** February - April 2014
AfterEffects/Video Editor **Vanessa Pyne LLC,** 2009 - 2014

SKILLS

Javascript/Node, WebGL, GLSL, ffmpeg, Swift, Ruby/Rails, Bash, C/C++, git, Adobe AfterEffects

EDUCATION

NYU School of Professional Studies, **2015**
Introduction to C/C++ and Intermediate C++ Programming
Rhode Island School of Design, **2001 - 2005**
BFA in Film/Animation/Video, English Concentration