Contact

Warsaw Poland
+48532931208 (Mobile)
sainijaspreet1999@gmail.com

www.linkedin.com/in/jaspreetsinghdevdesigner (LinkedIn)
jasscoder.github.io/updatedPortfolio (Portfolio)

Top Skills

Linux
Data Engineering
Linux (or PostgreSQL)

Languages

English (Limited Working)

Certifications

Data Analytics Essentials
LanguageCert International ESOL Communicator B2 (Speaking)
Learning Python
Software Engineering Essentials

Jaspreet Singh

Data Engineer | Python, SQL & Cloud Pipelines | Systems Programming @ 42 Warsaw
Warsaw Metropolitan Area

Summary

Currently a Software Engineering Cadet at 42 Warsaw, mastering C, Linux shell scripting, memory management, and low-level algorithms in an intensive peer-to-peer programming environment. Concurrently building core competencies in Data Engineering, focusing on advanced SQL, relational schema design, and modular Python data pipelines. Prior to software engineering, spent 4+ years as a 3D Animator and VFX Artist for international feature films and episodic shows (Netflix, Disney Junior). Developed strong creative problem-solving skills, discipline under tight production deadlines, and experience collaborating across large cross-functional teams. Now applying that creative rigor and pipeline familiarity entirely to software engineering and data infrastructure.

Experience

42 Warsaw
Software Engineer Cadet
May 2026 - Present (6 months)
Warsaw, Mazowieckie, Poland

Writing low-level programs, algorithms, and system utilities in C within a Unix/Linux environment.
Solving complex memory management, data structure, and file parsing challenges through peer-to-peer code reviews.
Managing source code and project versions strictly through Git and command-line interfaces.

POSTER
Compositor (VFX)
November 2024 - March 2026 (1 year 5 months)
Zagreb, Croatia

Delivered final visual deliverables under strict, fast-paced production deadlines.

Applied technical grading, keying, and lens effects while collaborating with lighting and animation teams.
Integrated complex data elements and matte paintings into final cinematic shots.

88 Pictures
1 year 5 months

Layout and Previz artist
April 2023 - August 2024 (1 year 5 months)
Mumbai, Maharashtra, India

Optimized scene assemblies to streamline workflow turnaround times.
Designed technical camera layouts and pre-visualizations for animated features.
Mentored junior artists on visual framing and scene setup under tight schedules.

Animator
April 2023 - June 2024 (1 year 3 months)

Optimized scene assemblies to streamline workflow turnaround times.
Designed technical camera layouts and pre-visualizations for animated features.
Mentored junior artists on visual framing and scene setup under tight schedules.

Mikros Animation
3D Junior Animator (Technicolor)
April 2022 - December 2022 (9 months)
Bengaluru, Karnataka, India

Maintained character performance timing and visual continuity within standardized production tracking software.
Collaborated with cross-functional rigging and texturing departments to ensure asset readiness and shot delivery.

Xentrix Studios
3D Animator
November 2020 - April 2022 (1 year 6 months)
India

Maintained character performance timing and visual continuity within standardized production tracking software.
Collaborated with cross-functional rigging and texturing departments to ensure asset readiness and shot delivery.

Pixel Popy Films

3D Generalist

October 2019 - May 2020 (8 months)

mohali

Maintained character performance timing and visual continuity within standardized production tracking software.

Collaborated with cross-functional rigging and texturing departments to ensure asset readiness and shot delivery.

Education

Warsaw University of Economics

Bachelor's Degree, IT Management · (October 2026 - March 2030)

42 Warsaw

Cadet – Software Engineering Core Curriculum, Computer Science · (June 2026)

MAAC

Diploma advanced 3d, Animation, Interactive Technology, Video Graphics and Special Effects · (2018 - 2020)

Central Board of Secondary Education

High School Diploma

Punjab School Education Board

Diploma advanced 3d, Animation, Interactive Technology, Video Graphics and Special Effects