



# Ramon Blanquer

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 🐙 github.com/docwhite  
 >\_ Python C++ OpenGL Qt JavaScript

## About

The areas where I feel most confident with all of them involve cross-platform development, problem solving or task automation through scripts. Python scripting, software development, full-stack web development (frontend, backend, database operations and API design), machine learning, mathematics on simulation techniques, shading and rendering, visual effects, computer graphics (on/offline), procedural animation and generative art...

## Environments

Microsoft Visual Studio, XCode, Qt Creator, Eclipse

## Tools and Libs

MEAN (MongoDB, Express, AngularJS, Node) Gulp, Qt Framework, libigl, Eigen, Neo4J, Flask, Unreal Engine, VEX (Houdini's embedded language), MEL (Maya's embedded language), OpenGL, GLSL, Matlab, Thrust, CUDA, Doxygen, Sphinx, JSDoc

## Personal Work

### Anthem

Cross-media interactive experiment involving real time fractals through openFrameworks, GLSL and Processing

### Phongo

C++ raytracer with scene parsing capabilities

### Cell Growth

Experimenting with shape and force modeling through morphogenesis. Realtime visualisation in Qt C++ and OpenGL

### Appleseed Parametric Surfaces

Implemented built-in primitives for the open source C++ render engine using Disney's SeExpr

### Cerda

Command Line Interface tool for frame notification and collection for our renderfarm at University. Developed in Python and deployed to PyPi

Visit [ramonblanquer.com/share/DevWork.pdf](http://ramonblanquer.com/share/DevWork.pdf) for detailed explanations and more projects

## Eductaion

**BA (Hons) Computer Visualisation and Animation**  
2013-17 @ Bournemouth University

**(MOOC) Machine Learning**  
Summer 2017 @ Stanford University via Coursera

**(MOOC) CS50 Introduction to Computer Science**  
Summer 2014 @ Harvard University via edX

**(MOOC) M101P: MongoDB for Developers**  
Summer 2015 @ MongoDB University

**(Online) RND102: Introduction to Path Tracing and RIS in Renderman**  
Summer 2014 @ FXPHD

**2011-13 Spanish Baccalaureate in Science**  
**(Physics, Chemistry, Industrial Technology)**  
2011-13 @ Maristes Valldemia (Mataro, Barcelona)

## Experience

**2015-17 Junior Developer at Efesto Lab LTD**

Efesto Lab (<http://www.efestolab.uk>) is a London based company that helps mid and small production companies get optimized workflows on their productions. The aim is to make artist focus on their work rather than fiddling with folder creation and shot/asset tracking. At Efesto I have worked on a wide variety of areas. Ftrack integration with applications, custom code for clients, installations, bug-fixing, tool development and maintenance... Also I have been given the chance to participate actively on our internal projects at the company by participating on frontend tasks (web applications), backend operations (databases and servers) and API design (Python and REST).

## Languages

Catalan (Native), Spanish (Native), English (fluent)

## References

Lorenzo Angeli (Efesto Lab) [lorenzo.angeli@efestolab.uk](mailto:lorenzo.angeli@efestolab.uk)