







# Ramon Blanquer

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 Python C++ OpenGL Qt JavaScript

## About

Solid Python knowledge. I can do C++ and JavaScript. Comfortable with the web tech stack. Enthusiastic about cloud web architecture, deep learning, image processing, IoT, creative coding... Background on development for computer graphics and visual effects.

Familiarized with test driven development, iterative programming and agile practices.

## Software Stack

Python, AWS, Flask, Django, Sphinx, Django, C++, Qt, OpenGL, Doxygen, JavaScript, Express, React, Angular, Gulp, Mocha, JSDoc, Mongo, Redis, Neo4j, SQL...

## Selected Works

### Tagr

Price tagging tool for small retail stores. MEAN Stack (Mongo, Express, Angular, Node). Deployed on Heroku.

### Dreambox

In-browser deep dreaming playground with your webcam. Python backend (TensorFlow) served on Gunicorn Flask, Express on Node as frontend serving a React application. Redis' PubSub for real-time progress updates and SocketIO to propagate it around. Nginx as reverse-proxy. All Dockerized as independent services with docker-compose, AWS-ready (Fargate). In progress.

### Anthem

Cross-media interactive experiment involving real time fractals through openFrameworks (C++), GLSL and Processing (Java).

### WebGL Cloth Simulation

Constraint-based Verlet solver in JavaScript.

### Cell Growth

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

### bvlsys

Stochastic parametrized L-Systems for blood vessels.

### Phongo

C++ raytracer with scene parsing capabilities.  
...more at ramonblanquer.com/share/DevWork.pdf

## Eductaion

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

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

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

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

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

## Experience

### 2015-17 Junior Developer at Efesto Lab

Efesto Lab is a London based company that helps medium and small visual effects production companies get optimized workflows on their productions. I was exposed to asset management system integrations, custom code for clients, installations, support, tool development and maintenance... Also I had the chance to participate actively on their own projects, that involved frontend tasks (Angular, Express), backend work (Python, Flask), database (Neo4J, Mongo) and API design (Python and REST).

### 2017-Now Software Development at MPC

Visual effects-oriented software development for the Oscar-winning film company! Hired for the Lion King (2019). Roles I have undertaken include tool development for artists, asset management system integrations, data ingestion, support, architecture and design of standalone projects from scratch, data wrangling and ingestion, RPC APIs, REST design, real-time node-sharing within DCC using Socket.IO, client user interfaces (graphical and command line) and DCC-specific development (Houdini, Katana, Maya)...

## Languages

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

## References

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