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 Python C++ OpenGL Full-Stack

About

Solid Python, C++ and Javascript. Full stack developer leaned towards backend technologies. Background on computer graphics and visual effects. Enthusiastic about cloud web architecture, deep learning, DevOps, image processing, IoT, creative coding...

Familiarized with test driven development, CI/CD and agile practices

Software Stack

Python, C++, JavaScript, Go, Docker, Kubernetes, AWS, Flask, Django, Qt, OpenGL, React, Angular, Mongo, Redis, Neo4j, PostgreSQL, Linux Systems & Tools...

Selected Works

Tagr

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

dreamdrugs.art

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), Twitter and a Raspberry Pi.

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.

... side-project details and images at ramonblanquer.com/share/DevWork.pdf

Educaiaon

Courses

- *Machine Learning by Stanford University*
- *M101P: MongoDB for Development*
- *CS50: Introduction to Computer Science by HarvardX*
- *Sound Synthesis Using Reactor*
- *Build a Backend REST API with Django - Advanced*

BA (Hons) Computer Visualisation and Animation

2013-17 @ Bournemouth University

Experience

Apr 2015 - Mar 2017 Software Developer at Efesto Lab

London based company that helps medium and small visual effects production companies get optimized workflows on their productions. My contribution: asset management system integrations, support, tools for 3D DCCs, frontend work, backend work (Python, Flask), database (Neo4J, Mongo), REST.

Aug 2017- Aug 2019 Software Engineer at MPC

Visual effects-oriented software development for the Oscar-winning company! Hired for the Lion King (2019) production. My contribution: tools for artists, asset management systes, data wrangling, support, architecture and design of standalone projects from scratch, RPC APIs, RESTful design, real-time content-sharing within DCC using Socket.IO, client user interfaces (GUI and CLI), DCC-specific development (Houdini, Katana, Maya)...

Aug 2019 - Currently Full-Stack Engineer at Watchity

Live streaming platform providing live editing, management and distribution tools. Remote AV production tools. My work involved: Designing a RBAC system, Django, REST, AWS, PostgreSQL, Celery (task scheduling), Nginx and Angular.

Jul 2019 - TouchDesigner artist for Hamnet (Theatre)

Hamnet (play) required real time video manipulation to: time-warp characters into the past interacting with their present selves, make audience disappear, and more.

Languages

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

References

Lorenzo Angeli (Efesto Lab) lorenzo.angeli@efestolab.uk
 Richard Pickler (MPC) richard-pi@mpcfilm.com
 Kai Wolter (MPC) kai-wo@mpcfilm.com