

# Jair Anguiano

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[LinkedIn](#)  
[GitHub](#)  
[Artstation](#)

## Experience

### Ool Digital: VFX Studio

#### Technical Director & SysAdmin

I was in charge of creating the data flow among all the deparments involved on the creation of CG content as well as hardware maintenance, network security, comunication and documentation.

- **Ool Digital**
- **Ool Brain**

Python | Javascript | Webpack | Qt | Mikrotik | Houdini | Maya | Redshift

### Freelancer:

#### Software Developer & CG Artist

Since the begining of my carrer I have been working on several projects ranging from web|app|videogames development and as a CG artist.

- **La Epoca**
- **Ghost Apocalypse**
- **Josue Mastroianni**

Unity | Python | Javascript | Webpack | Vue | React | Houdini | Blender | Wordpress

### Talent Network: Technology Events

#### Fullstack Developer

I developed the backend side of a RestAPI service, and deployed the database designed for it. This service provides information about articles, courses and events related with technology as well as services like authentication, registration, security.

On the frontend side, I helped the team with the frontend architecture, client side requests and security protocols.

- **Republic**

Python | Javascript | Houdini | Webpack | Qt | Mikrotik | Maya | Redshift

### Huevocartoon: CG Film

#### Layout Technical Director

- Creating tools for the cinematography team and using several CG and VFX APIs.
- Cloth simulation system on top of nCloth system to improve delivery times for the VFX department.
- Use of linear algebra to solve problems in 3D environments.
- Verify and automate data transference from the cinematography department.
- Automatic rigging with focus on performance to help the staging and ease the task of analazing the flow of the editing process.
- Stage and camera artist.
- Environment concept artist & Graphic designer.
- **Trailer**

Python | Qt | JSON | Mel | Maya | Softimage | Photoshop | Illustrator

### Metacube: CG Film

#### Layout and Technical Artist

I collaborated as an artist working on the ciematography for the film Salma's Big Wish, also developed scripts that automate processes for the team.

- **Salma's Big Wish**

Python | Maya | Hiero

## Education

Technical Support Fundamentals. Certificate earned at Tuesday, July 23, 2019 4:36 AM GMT

Google

Coursera.com

<https://coursera.org/share/0043ca93cf2c4e2e43a819235e339e72>

The Bits and Bytes of Computer Networking. Certificate earned at Tuesday, July 23, 2019 4:36 AM GMT

Google

Coursera.com

<https://coursera.org/share/eb426a1e622626b1bc9e6a378ffec2df>

Operating Systems and You: Becoming a Power User. Certificate earned at Saturday, September 14, 2019 5:48 PM GMT

Google

Coursera.com

<https://coursera.org/share/e993a83fa423d16ad7745f6aa3696a9a>

System Administration and IT Infrastructure Services. Certificate earned at Wednesday, November 13, 2019 10:36 PM GMT

Google

Coursera.com

<https://coursera.org/share/da628e9dc52003d936b5f52a9ec0090f>

IT Security: Defense against the digital dark arts. Certificate earned at Monday, January 20, 2020 11:19 PM GMT

Google

Coursera.com

<https://coursera.org/share/ffb842a802ac0f9f64b812fac15576f2>

### Animation

Universidad de Artes Digitales

Guadalajara, Jalisco, Mexico

<http://uartesdigitales.edu.mx/>

## Skills



## Code samples

