Carlos Montes

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Python Developer

Self-motivated individual aiming to contribute to the entertainment industry through the delivery of robust and expandable tools that facilitate the workflow of artists and other team members alike. I aim to work following Agile Programming methodologies in collaborative and independent environments, assuring reliability, efficient communication and constant growth in the team's and my own skillset.

Programming and Scripting: Python, C++, PHP, Javascript, ActionScript 3.0, Bash, MEL.

Testing Frameworks: Unittest, Doctest (Python), SimpleTest (PHP).

Database Management: MySQL, Oracle, MongoDB.

Data Serialization: JSON (Python, C++, PHP), Pickle, Shelve (Python).

GUI toolkits: PyQt, PySide, Tkinter.

Front-End Web Development: AJAX, JQuery, Foundation, Bottle (Python).

CMS: Wordpress, Joomla.

IDEs: PyCharm, Eclipse (PyDev), Visual Studio.

Operative Systems: MS Windows, Linux.

Software: GitHub for Windows, Autodesk Maya, Adobe Flash, Dreamweaver, Photoshop, Illustrator

& Premiere Pro, Libre Office and Microsoft Office.

Relevant Programming Experience

IntroJunction - Vancouver, B.C., November 2015 - Present

Python and Web development in the Django framework for the Other.ly social network.

Setting up a new server machine for the site with the corresponding Linux/Apache technology, establishing connections though SSH and following the Git version control system, mentoring co-workers in Python and discovering Django's tools and possibilities together.

Independent Projects - Vancouver, B.C., October 2015 - Present

Independent Python/Web programming projects, with friends, acquaintances and the Spark CG Society. Python plugins and scripts for Maya, along w planned tutorials.

Vivid Graphics Ltd. - Vancouver, B.C., October 2013 - September 2015

- Web Programming and Database Management (PHP, JQuery, MySQL). Deep involvement with Wordpress. Responsive design done through the Foundation framework.
- ActionScript OOP development; tasks included incorporating external Javascript variables, dynamic creation of content at real time and from user input, hyperlink generators and full user interactivity.

Instituto Tecnológico de Durango - Durango, Mexico, January 2010 - February 2011

Web Developer; Oracle Database Management integrated into the Moodle didactic Web application.

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Relevant Rigging and Animation Experience

Animated Greeting Videos (TBD) - October 2015 - Present

Rigger and animator, in collaboration with animator and designer Linh Pam.

Zelda! - August 2015 - Present

Assistant Creature Rigger in an independent project by Vancouver Film School's Chad Costen.

Education

Certificates

Certificate in Python Programming - O'Reilly School of Technology, June-October 2015

Final grade: A. Validation queries at (707) 827 7288.

Certificate in 3D Animation & Visual Effects - Vancouver Film School, 2011-2013

Final grade: 89.9.

Degrees

Bachelor of Science Degree in Computer Science - Instituto Tecnológico de Dgo., 2005-2011

Final grade: 89.6. Durango, Mexico.

Other Courses

Character Rigging Production Techniques - CGCircuit, October-December 2015

Currently enrolled online.

MongoDB for Developers - MongoDB University, August-September 2015

Final grade: 87

Interactive Programming in Python - RICE University at Coursera, August-September 2015

Final grade: 99.6

References

Mike Nabavi Phone: (604) 653 5602

President of IntroJunction Ltd. Email: mike@other.ly

Patrick Barton

Python Programming Mentor at the Email: barton.pj@gmail.com

O'Reilly School of Technology

Cody McCulloch

Main Web Developer at Vivid Graphics

Tim Derian Phone: (604) 738 4019

President of Vivid Graphics Ltd. Email: tim@vividgraphics.com

Email: cody@chilicode.ca