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About

Full Stack Software Engineer with computer graphics background and VFX industry experience. I design, build and deploy scalable interactive web apps, leveraging cloud computing when possible. AI hobbyist. Passionate about best DX, streamlined dev environments are key for productivity and delivery. Aiding clean and maintainable code by code formatting and quality analysis pipelines and encouraging TDD through CI/CD workflows.

Relevant Experience

Go Developer @ Secret Startup · San Francisco March 2024 · 10 months
Stealth startup building tools for developers.

- Developed a terminal code editor written in Go
- Created extension to integrate in git features.
- Built GLSL-like shader framework and crafted pixel-shaders (raymarching).
- Improved the core engine that allowed us being at parity with Vim."

Full Stack Engineer @ Watchity · Barcelona Aug 2019 · almost 4 years
Watchity is a live video production suite and virtual event platform.

- Delivered features for governments, banks and international corporations
- Lead an external team, providing them CI/CD pipelines with RBAC.
- As frontend architect migrated our stack to using monorepos.
- Developed a queue observation solution to cut down AWS costs by 30%
- Bootstrapped a Janus WebRTC client for Unity in C#.
- Troubleshoot WebRTC on complicated corporate restricted networks.
- Containerized apps so new colleagues have an environment ready to work.
- Proactively wrote Helm Charts for our apps with secrets management.
- Designed the SAML workflow for our clients' Single Sign On (SSO).
- Integrated Twitter, Facebook, YouTube & LinkedIn's live streaming APIs.

Houdini (3D) Developer @ MPC · London Aug 2017 · 1 year 10 months
Provided tools and pipeline to VFX artists for Disney's The Lion King (2019).

- Wrote a popular asset to streamline volumetric cache placement and visualization based on foot kicks by analysing joint movement as a signal.
- Integrated PDG to be usable with our farms so artists could compute in the farm while seeing results live on their scene.
- Built infrastructure to allow technical artists to embed Python classes to their tools thus leveraging object-oriented programming instead of imperative scripting.
- Migrated Houdini projects to a new container-based MPC infrastructure.
- Wrote Katana C++ Nodes for Houdini geometry ingestion within Katana.

Junior Pipeline Developer @ Efesto Lab · Barcelona Apr 2015 · 2 years
Official FTrack (3D asset management) integrators.

- Developed an FFMpeg-based playblast generation tool.
- Built a social asset management system.

Skills

Programming Languages

[Python](#) [C++](#) [TypeScript](#) [Go](#)

Backend / 3D

[Django](#) [REST Framework](#) [NGINX](#) [Redis](#)
[Express](#) [PostgreSQL](#) [MongoDB](#) [Neo4J](#)
[TensorFlow](#) [Kubernetes](#) [Helm](#) [Next.js](#)
[Houdini](#) [VEX](#) [Unity](#) [Katana](#) [Socket.IO](#)

Frontend / Client

[Angular](#) [React](#) [Redux](#) [RxJS](#) [NgRx](#)
[WebRTC](#) [PySide](#) [Qt](#) [OpenGL](#)

Education

Bournemouth University

BA (Hons) Computer Visualisation & Animation

Certifications

Stanford University (Coursera)
Machine Learning (Andrew Ng)

Projects

- 🌀 [dreamdrugs.art](#) (AI Art Generator)
Deep dreaming from webcam. React, Python, Flask, TensorFlow, Kubernetes, Helm, Skaffold. Deploys to Google GKE. See [GitHub repository](#) for code style and its [Wiki](#) for architecture details.
- 🌀 [taconeZ](#) (AI IoT Home System)
Sound warfare against your upper neighbour's high heel walks. AI IoT distributed Raspberry Pi powered solution to detect, analyse, plot and react against them.

Talks & Posts

CinemaJS (Keynote Speaker)

Participative Real-Time Interactive Graphics: Fractal Generation Using a Raspberry Pi & Sensors.

Medium Articles (👁️ 170+)

Independently Scalable Multi-Container Microservices Architecture on AWS Fargate ([Link Part I](#), [Link Part II](#)).

Interests

Hiking, Meditation, Tibetan Language (Intermediate Level), Buddhism, Dreams, Calligraphy.

- More in my "second brain": [notes.ramn.dev](#)