Ramon Blanquer

from code to deployment;
from back to front;

ramn.dev · github.com/eulersson
linkedin.com/in/ramonblanquer
blanquer.ramon@gmail.com
+34 644 81 74 69

About

Full Stack Engineer with a background in Computer Graphics and VFX. I design, build and deploy scalable web apps: API backends, microservices, rich highly-interactive frontends and DevOps workflows. AI hobbyist. Passionate about DX—streamlined dev environments drive productivity and delivery. I promote clean, maintainable code with formatting, analysis, and TDD via CI/CD. Team player at heart!

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

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#.
- Troubleshot 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.

Education

Bournemouth University

BA (Hons) Computer Visualisation & Animation

Certifications

Standford 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