



## 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. 10+ years experience. Team player at heart!

## 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.

rblanquer.com  
github.com/eulersson  
upwork.com/  
freelancers/~01d7c26a2831791c09

## 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](#)