REBECA CENAMOR

CONTACT

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WORK EXPERIENCE

SOFTWARE ENGINEER

Nokia | 01.2021 - Present
Worked on many different aspects of software development, but mostly frontend and test automation, as they are the areas I am most interested on.
Some of the performed **tasks**: **Full stack** development, **test automation,** GUI style compliance.
Technology used: React.js, Robot Framework, Python, Kubernetes, Docker, Argo, Git, Linux...

SENIOR PIPELINE TECHNICAL DIRECTOR

Ilion Animation Studios | 01.2016 – 10.2019
In addition to the **tasks** performed at my previous work at Rovio Entertainment:
Department supervision, team management, material **processing** and **delivery** to the clients.
Technology used: Python, PySide, PyQt, JavaScript, ExtendScript, Jenkins, Git, Shotgun, Maya, Json, Google API, batch.

ANIMATION PIPELINE TECHNICAL ASSISTANT

Rovio Entertainment Ltd. | 06.2013 – 12.2015
Tasks: Designing, implementing, maintaining and **documenting** all the studio workflows; production tracking tool (Shotgun) **administration; designing** and **writing** tools and automations for artists and the production team to integrate with the rest of the workflow; **technical Support** (hardware and software); **training** artists, producers and newcomers; **preparing** and **installing** workstations; creating a **library** and **organizing** all the 2D and 3D assets to help reusing them; **technical coordination; color pipeline** (purchasing, planning and calibrating equipment).
Technology used: Python, PySide, PyQt, JavaScript, ExtendScript, Git, Shotgun, Maya, ToonBoom, Json, Google API, batch, Unix, Windows, HTML, CSS, SQL, CalMan.

EDUCATION

HIVE HELSINKI

C Programming | 10.2019 - 01.2021
 Focus on graphics, web development and system administration branches

HIGHER TECHNICAL SCHOOL OF TELECOMMUNICATIONS ENGINEERING, AT POLYTECHNIC UNIVERSITY OF MADRID

Telecommunications Engineering, Major in Sound and Image | Graduated 06.2013
Main subjects: Sound Engineering, Analysis of Signals and Images, Electroacoustic Engineering, Video Engineering, Animation, c++ Programming.

ABOUT ME

Telecommunications Engineer who loves programming and problem solving. Focusing on software development after some years working as Pipeline Engineer for the animation industry as I found it comes naturally to me and It makes me happy to solve issues with code. I am a hands-on learner, and I always try to learn new skills.

AREAS OF EXPERTISE

- React.js, Robot Framework, Kubernetes, Docker, Python, PySide, PyQt, JavaScript, ExtendScript, C, C++, C#, Java, Google API, HTML, SQL, CSS, Git, Jenkins, Unix, Bash, Batch, Unity.
- System administration, process design, technical support, hardware installation, technical documentation and training, good at testing and debugging.

OTHER SKILLS

- Innate problem solver.
- Detail oriented and organized.
- Logical thinking.
- Ability to analyze processes and improve their efficiency.
- Fast learner and critical thinker.
- Perfectionist but know how to prioritize.
- Leadership skills.