



DEVELOPMENT SPECIALIST

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. Created a sub-team focused on improving the Way Of Working. Some of the performed **tasks**: **Full stack** development, **QA**, **test automation**, **GUI** style compliance.

Technology used: React.js, Robot Framework, Python, Kubernetes, Docker, Argo, Git, Go, 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 and team management; material **processing** and **delivery** to the clients; created and **managed** a task force to create a new cutting edge pipeline; implemented remote review pipeline with the USA and China.

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 **administration**; **designing** and **writing** tools and automations; **technical support** (hardware and software); **training** artists, producers and newcomers; **preparing** and **installing** workstations; creating and maintaining an asset **library**; **technical coordination** and **project management**; **QA** and **continuity assurance**; **color pipeline** (planning, purchasing and calibrating equipment).

Technology used: Python, PySide, PyQt, JavaScript, ExtendScript, Git, Shotgun, Maya, ToonBoom, Json, Google API, batch, Unix, Windows, HTML, CSS, SQL, CalMan, RV.

ABOUT ME

Telecommunications Engineer who loves programming, testing and problem solving. Currently working in software development after some years working as Pipeline Engineer for the animation industry. I have managed and supervised a technical department and I am very interested in continuing developing my managerial career.

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, Shotgun (Shotgrid), Maya, Blender.
- System administration, process design, supervision and management, 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.
- Leadership skills.
- Fast learner and critical thinker.
- Perfectionist but know how to prioritize.

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.