



PRODUCT DEVELOPER

REBECA CENAMOR

CONTACT

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WORK EXPERIENCE

PIPELINE/TECHNOLOGY SPECIALIST

K. Tech. Services | 02.2020 - Present

Founded consulting company for Technology and Pipeline (hardware and software engineering), from problem analysis, to project design, budgeting, implementation and testing.

Some of the performed **tasks**: Network installation, server, backups, remote working solutions, system administration, scripts and automations, web development, e-commerce.

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. Created a **taskforce** to design a brand new pipeline for animated movies with latest technology and methods. I **built the team**, **facilitated** meetings, workloads, documentation and wrote a paper about it for future animation studios.

Tools used: Scrum, 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 automate repetitive and mechanical tasks; **technical support** (hardware and software); **training** artists, producers and newcomers, specially on the advance use of MS Excel; **preparing** and **installing** workstations; creating a **library** and **organizing** all the 2D and 3D assets to help reusing them; **technical coordination and management**; **color pipeline** (purchasing, planning and calibrating equipment).

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

ABOUT ME

Telecommunications Engineer with innate problem solving and managing skills. Focusing on product development after some years working as Pipeline Engineer for the animation industry as I found it was a big part of the job and it comes naturally to me. I am a hands-on learner, and I always enjoy learning new skills.

AREAS OF EXPERTISE

- Spreadsheets enthusiast (and automating them through code), documentation specialist, data analysis, system administration, technical support, hardware, training, testing and debugging.
- Python, PySide, PyQt, JavaScript, ExtendScript, C, C++, Java, Google API, HTML, SQL, CSS, Git, Jenkins, Unix, Linux, Windows Server, Bash, Batch.

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.
- Management skills.

EDUCATION

HIVE HELSINKI

C Programming | 10.2019 - Present

Plan to 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, Electroacoustic Engineering, Video Engineering, Animation, C++ Programming, Technical Documentation.