



## SOFTWARE ENGINEER

# REBECA CENAMOR

### CONTACT

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### 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

- Python, PySide, PyQt, JavaScript, ExtendScript, C, C++, Java, Google API, HTML, SQL, CSS, Git, Jenkins, Unix, Bash, Batch.
- 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.

### WORK EXPERIENCE

#### PIPELINE/TECHNOLOGY SPECIALIST

*K. Tech. Services* | 02.2020 - Present

Founded consulting company for Technology and Pipeline (hardware and software engineering).

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.

**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 and ease their tasks; **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 - 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 and Images, Electroacoustic Engineering, Video Engineering, Animation, c++ Programming.