SOFTWARE ENGINEER

REBECA CENAMOR

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.

CONTACT

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00770 Helsinki

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.