Juan Cristóbal Quesada Gámez
CG Developer///CG Artist

Contact

+34 603 03 99 36
christopherlloyd@outlook.es
www.jiceq.com

Bio

First 5 years wandering between Web Development , the Financial Sector and enrolling in some courses.

The next15 years accumulated XP define who i am and where i want to be: bridging the gap between Digital Art and Technology involving VFX, Animation and 3D.

You can find me at the crossroads of both worlds.

Soft Skills

Creativity
Positive Attitude
Problem Solving
Integrity & honesty
Empathy
Politeness & Education
Responsibility
Active Listener

Technical Skills

Languages

Spanish	★★★★★
French	★★★★★
English	★★★★★
German	★★☆☆

///Experience

Freelance
Tutor///Mentor   Maths/Litterature/Biology/French school subjects
May 2022 - Present (> 2 years)
Tutorizing and Mentorizing foreign kids of spanish schools in subjects like Maths, Litterature, Biology and Languages (like French and English)

Full-time
SummuS Render, S.L.
Senior Pipeline TD
February 2017 - May 2024 (7 years 4 months)
One main contributor to the company's main product SimpleCloud.io:
- Configurable yaml asset path manager.
- Optimization of SQL Triggers used by the Pipeline webservice.
- Cython DLL code generation for time-optimizations accessing network///symlinked files.
- Python to Cython conversion into a single CDLL of the whole pipeline project packages for easiness of deployment and ensuring code security policies issues.
- Multithreaded loading and publishing processes rewritten for optimization reasons.
- Use of AST to allow "hot live reloading" of SimpleCloud's Toolbox inside Maya 2020/2021/2022/2023/2024, Nuke 11/12/13 and Blender 2.93/3.3/3.6 LTS.
- Main developer for the SimpleCloud Pipeline integration in DCCs with no "prior" python API such as
Adobe Suite (Photoshop + Premiere), Cinema4D,etc by using sockets as interprocess communication method.
- Deadline farm "granular" publisher using "interdependant and parallelized jobs" accross the farm network nodes.
- Main developer for SimpleLauncher, the company DCC apps launcher using PySide2/Python2/Python3.
- Compilation of Qt5+sip+PySide2 for DaVinci Resolve 17

Freelance
3 Doubles Producciones
Animation Pipeline TD consultant
February 2017 - June 2017 (5 months)
Santa Cruz de Tenerife. Canary Islands, Spain. (remote)
- Tools developer for the Animation Pipeline

Fulltime
Drakhar Studio
Pipeline TD/Render TD
June 2016 - February 2017 (9 months)
Madrid, Comunidad de Madrid, Spain.
- Pipeline Development from scratch for the production of the teaser "Blue & Malone detectives imaginarios" by El Viaje Imposible.

Fulltime
The Thinklab Media
Pipeline TD/Rigging TD
March 2015 - May 2016 (1 year 3 months)
- Tools developer for the production of the 3D animated movie "Deep".

Fulltime
Gameloft
3D Programmer
December 2010 - September 2012 (1 year 10 months)
- mesh customization system in C# and Unity Tools to deal with material imports inside game engine.
- Bug fixing Irrlicht engine in C++ of the Gameloft Hub app.

Juan Cristóbal Quesada Gámez
CG Developer///CG Artist

///Education

May 2015 (8 months)
CICE Escuela profesional de Nuevas Tecnologías
Msc Audiovisual Production with Autodesk Maya 2015
3D Generalist, modeling, fx, texturing, lighting, animation.

May 2014 (2 years)
Arteneo School Of Visual Arts
B.Arts in 3D Art & Illustration
Photoshop, Traditional Painting techniques, Anatomy, 3ds Max, script writing

July 2012 (6 months)
Escuela Técnica Superior de Ingeniería Informática
MSc in Computer Graphics, Videogames & Virtual Reality
Universidad Rey Juan Carlos
OpenGL, C++ Programming, Unity, Maths & Physics, Rendering Pipeline

June 2006 (5 years)
Escuela Técnica Superior de Ingeniería y Sistemas de Telecomunicación
B. Eng. Telecommunications – Image & Sound
Universidad Politécnica de Madrid
Final Project: Autonomous Physically-based Agents Engine. Based on Craig Reynolds' "Steering Behaviours For Autonomous Characters" GDC 1999 paper.

///Certifications

Expedition Date: may, 2015
Autodesk Certified Professional: Maya 2015
ICredential ID: 00415146

///Interests & Hobbies
- Huge 80s Hard Rock fan
- Pyschology about personality traits
- Painting & drawing (with Pentel)
- Traveling alone to places surrounded by nature
- Can play "Hoochie Coochie Man" with the blues harmonica & "Money Talks" by AC/DC with the acoustic spanish guitar.