

JOSÉ A. PORTILLO

Junior AI Engineer & Software Developer

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Professional Profile

IA Developer with 1.5 years of experience creating optimization tools for production teams in game studios. I specialize in automating workflows, recovering key processes, and building web, desktop, and mobile applications. I have a technical background from my Master's in AI Development at Big School. Now, I am looking to work in embedded systems and applied AI solutions.

Technical and Production Experience

Production Tools & Pipeline Developer

Game Studio (*Collaboration*) • 1.5 years

- Developed custom tools to help different teams work better together.
- Created automated tasks to speed up workflows and recover old work in the animation department.
- Solved technical problems and integrated real-time scripts in production.

Featured Projects

Cuqui

Technologies: Voice Control, PWA, Natural Language Processing, Mobile app.

- Smart kitchen assistant controlled by voice. It lets users set, pause, and rename timers using simple speech. Built as an installable PWA with background notifications.

Almation

Technologies: Generative AI, Node Systems, Video Studio, Cloud / Local.

- AI video studio using a node system. It connects image, video, and text nodes to create animations locally or in the cloud.

Multicams-Watcher

Technologies: OpenCV, MediaPipe, IP Cameras, PTZ Control, Web Dashboard & Desktop App

- Control center for IP cameras. When it detects motion, it checks if it is a person and confirms their face using OpenCV and MediaPipe. Includes photo captures, alarms, and camera controls from a web dashboard.

Task Launcher

Technologies: PySide6, SQLite, 3D Pipelines (Maya, MotionBuilder, 3ds Max), Desktop App

- Windows desktop application for animation pipelines. It manages projects, users, and tasks, and launches scripts for Maya, MotionBuilder, and 3ds Max.

Education

Master in AI Development | *BIG School & Universidad Isabel I*

February 2026 – August 2026

Agile software development, modern application design, and process optimization using Artificial Intelligence.

Vocational Higher Diploma in Business Information Technology(Técnico Especialista)

May 2003

Official Vocational Education (FP2) - Spain

Languages

- **Spanish:** Native.
- **English:** A2.

Technical Skills

- **Key Areas:** AI & Machine Learning, Web Tools, Desktop Applications, Mobile / PWA, Embedded Systems.
- **Technologies & Libraries:** C, Python, PySide6, OpenCV, MediaPipe, Node-based Workflows, SQLite, JavaScript/PWA.
- **Environments & Tools:** Maya, MotionBuilder, 3ds Max, Pipeline Scripting, IP/PTZ Camera Systems.

Professional Interests

- Embedded Systems Engineering(Hardware + Software).
- Production Pipeline Optimization and Automation.
- Computer Vision and Real-time Artificial Intelligence.