Currently employed as a visual effects artist and trainer, he is always looking for ways to improve upon what is currently available in the field to make better effects. Given the broadness of his work, he is exposed to many different mathematical concepts, ranging from linear mathematics to Planck’s law.

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| Name | Mike Raffone |
| Gender | Male |
| Age | 41 |
| Disabilities and Restrictions | None |
| Education | University level |
| Profession | +/- 20 years of experience in Visual Effect |
| Values | * Methodical approach * Understanding the subject of intent * Research and understanding |
| Goals | * Become a better artist. * Become a better teacher |
| Frustrations | * Lack of decent UI * Lack of graphical visualization * Lack of general function programmability |
| Hobbies | * Enjoys telling stories through images. * Learning aesthetics * Discovering and transforming elements of the physical world into the digital world. |
| Needs | * API support * General function input * Array support + loop support * Matrix math * Vector to velocity conversion * Lookup Table support * Quaternion functions * Planck's law conversion |
| Location of Use | * At work if all the appropriate features are implemented * At home if or when the occasion arises |
| Computer Literacy | * Excellent. * Works primarily on a computer and is quite familiar with its abilities. |
| Special Needs when using a computer | None |
| Mathematical Proficiency | * Above average. * Understands intermediate-advanced concepts pertaining to vector and matrices. * Understands concepts surrounding Planck's equation (Heat to Color conversion) |