RAYMOND MUÑOZ

CELL (732) 337-9944   **E-MAIL** Raymond_Munoz@alumni.brown.edu   **PORTFOLIO**   **GITHUB**   **LINKEDIN**

SKILLS   React, Redux, Javascript, HTML, CSS, Ruby, Rails, jQuery, git, PostgreSQL, Java

EDUCATION

Web Development - *App Academy, 2019*
BA Computer Science - *Brown University, 2018*

PROJECTS

YOUTOOB   (Rails, React, Redux, PostgreSQL)   live | github
A single page YouTube clone application
- Utilized AJAX requests to Amazon Web Services S3 (AWS) to allow users to upload videos to later be viewed by other visitors.
- Built responsive frontend components with React and Redux that allow instantly toggling the display of components such as menus, forms, and comments.
- Created a polymorphic association for `likes` allowing users to like both videos and comments while keeping the code DRY.
- Reduced strain on the backend by limiting SQL queries with eager loading and storing data within the Redux state.

HYPERBOUNCE   (Javascript, Three.js, Howler.js, npm)   live | github
3D Javascript game based on the mobile app Splashy where players land on endless auto-generated platforms
- Utilized Javascript alongside the Three.js library to load 3D objects and allow a player to interact with them.
- Employed Object Oriented Programming to delegate tasks to game objects such as the player, platform, and a platform generator, resulting in modular code.
- Implemented a dynamic camera that seamlessly follows a moving player object by linearly interpolating its movement to the player's current position.

EXPERIENCE

Website Designer and Developer
Manhattan Surveying   2019-Present
- Designed user interface to bring the website to a modern standard and improve the user experience.
- Developed the company website using HTML5 and CSS3.
- Collaborated with other employees to determine layout of information.

Computer Animated Film: Toymaker
Brown University   2016-2017
- Worked collaboratively with a small group of students from Brown and the Rhode Island School of Design to produce the largest computer animated production to come out of either school.
- Led character modeling and physics simulation working with various applications such as Autodesk Maya, Pixologic Zbrush, and Adobe Photoshop, resulting in objects reacting realistically to collision and gravity.
- Accepted to several film festivals including Athens Animfest, Los Angeles International Children's Film Festival, and Animated Arizona Film Festival.