

# RAYMONDMUÑOZ

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

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

## EDUCATION

**Web Development** - App Academy, 2019

**BA Computer Science** - Brown University, 2018

## PROJECTS

**YOUTOOB** (Rails, React, Redux, PostgreSQL) | *Sole Developer*

[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, npm) | *Sole Developer*

[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

### 3D Generalist

*Muñoz Productions*

2018-2019

- Worked through a variety of computer generated projects including modeling, texturing, lighting, and rendering.
- Sample work available on online [demo reel](#).

### 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.