

RAYMONDMUÑOZ

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[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

Web Developer

Manhattan Surveying

2019

- Designed an updated UI to bring the company website to a modern standard
- Developed the company website using HTML5 and CSS3

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.