

RAYMONDMUÑOZ

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[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.
- 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.
- Implemented a dynamic camera that seamlessly follows a moving player object by linearly interpolating its movement to the player's current position.

STUDENT FILM EXPERIENCE

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 working with various applications such as Autodesk Maya, Pixologic Zbrush, and Adobe Photoshop.
- Selected as the lead character modeler and physics simulator.
- Accepted to several film festivals including Athens Animfest, Los Angeles International Children's Film Festival, and Animated Arizona Film Festival.

Live Action Short Film: Marvin

Brown Motion Pictures

2013

- Selected as lead editor and managed a team of assistant editors while working closely with the director, director of photography, sound designer, and composer.