

Current Address:
53 S. Huntington Ave Apt B3
Jamaica Plain, MA 02130

Raynor Bugayong

Contact Information
Cell: 602-361-0110
E-mail: ray@raygaestyle.com

Objective

To obtain a position as a 3D Character Modeler which will challenge my creative/technical skills to their greatest potential.

Work Experience

- Date: Dec. 2010 – Present Hiring Assistant @ Player Affinity
- Keep consistent communications with Hiring Manager on available positions
 - Communicate by e-mail and web conference with CEOs on various hiring strategies
 - Create, edit and publish available positions on Facebook, Google Docs, Twitter and employment websites
 - E-Mail, personal message, and chat on forums with a variety of bloggers/video bloggers, writers, and journalists to fill open positions
-
- Date: Oct. 2010 – Present Computing Assistant @ Boston Architectural College Boston, MA
- Handle student and faculty computer inquiries at the IT front desk
 - Speak with students and instructors on the phone to service computer malfunctions and software errors
 - Track and service technical work orders to manage user accounts, fix software problems, and repair/install computers
 - Provide audio visual equipment for students/instructors and give on-site equipment training and set-up assistance for events
-
- Date: Jun. 2011 – Aug. 2011 Lead Instructor @ Internal Drive (iD) Tech Camps MIT/Bentley University Cambridge, MA
- Ensured a fun environment by engaging students with icebreakers and teamwork
 - Maintained computers by ensuring there was network accessibility and working software
 - Led two different video game design classes of underage students and fostered a safe learning environment
 - Worked with Director and Assistant Director to hand out medication, delegate duties to instructors and promote special events to campers

Project Experience

- Fall 2009 Gizmo's Adventure – Xbox Live Arcade Title
- E-mailed project lead daily in order to record progress on testing and to discuss daily tasks to be completed
 - Continuously played all the game's levels to discover bugs, cheats, glitches and reproduced them in order to have it fixed
-
- Summer 2008 – Summer 2009 Zero Barrier – Quake 4 Mod
- Used xNormal with Photoshop to make diffuse, specular and normal maps at 2048x2048 resolution for characters
 - Worked with Quake's bone system and created a custom skeleton in order to bake existing animations to characters
 - In charge of creating various character models at both hi and low resolution, then creating a low poly model for use in-game
-
- Spring 2007 Port SARAM – Far Cry Mod
- Modeled a special rocket launcher weapon that was to be used in-game
 - Sought out student voice actors to help give life to static characters and in-game cut scenes
 - Developed a dynamic storyline containing espionage and infiltration to match the game's series

Education

University of Advancing Technology – Tempe, AZ
Bachelor of Arts in Video Game Design

Software

- Autodesk 3DS Max
- Pixologic ZBrush
- Polyboost
- Adobe Photoshop
- Microsoft Office
- Unwrap 3D
- Unity 3D
- xNormal
- Crazybump

References

Professional references are available upon request.