

# PETER BOURGELAIS

## (ARTIST NAME: ARJUNA GONZALES)

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### Professional Summary

Enthusiastic **3D Artist and Programmer** eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Clear understanding of modern 3D art techniques and training in software development. Motivated to learn, grow and excel in the games industry.

### Skills

- Blender
- Substance Painter/Designer
- Python
- Git/Perforce
- Unity
- C#
- Unreal Engine 4

### Work History

**3D Artist and Programmer**, 09/2019 to Present

**Peace Island, LLC** – Portland, ME

- Worked with industry veterans to **design, whitebox, model, UV unwrap, texture, color ID mapped, and assemble the modular kit** for the game's starting area.
- **Retextured numerous assets** to use modern 4K PBR materials using Substance Painter and Blender. Some remodeling and creation of original assets involved.
- **Added aimed and targeted jump logic** to the cat character controller. Involved C# scripting in Unity.

**Independent Games Developer**, 03/2017 to 09/2019

**Self-Employed** – Phillips, ME

- Made **particle effects** and **maintained source control** for *Press E To Forget*, a short game jam entry made in UE4 with Blueprints that was later exhibited at Slamdance GIG in LA in September 2018.

- Prototyped a first-person stealth game in Unity with C#, designed 10 original levels to demonstrate the mechanics.

### **Maine State House Candidate**, 03/2020 to 11/2020

N/A – Phillips, ME

- Created a campaign organization in the middle of the COVID-19 pandemic.  
Won the Democratic nomination for the seat in a landslide victory.

### **Chief Security Officer**, 09/2014 to 03/2017

**CypherChaikhana** – Multiple Locations (primarily Bishkek, Kyrgyzstan)

- Responsible for all system administration, digital security, technical development, and a significant amount of operations work in a small, globally distributed NGO focused on independent media and decentralized infrastructure in Central Asia.
- Lead project manager on our citizen-infrastructure (permaculture and mesh networking) projects.

### **Circumvention & Network Interference Technologist**, 10/2013 to 08/2014

**Access Now** – New York, NY (satellite offices in Brussels, Belgium, Tunis, Tunisia, and San Jose, Costa Rica)

- Worked on various cases in the Digital Security Helpline related to CIS (Commonwealth of Independent States) countries and internet censorship and network interference.
- Began the development of FlyRodCrosby, an automated installer for various secure communications tools. Continued work on OONIProbix, a tool written in Python for analysis of internet censorship data.
- Handled maintenance of equipment in the NYC office.

### **Tech Fellow**, 6/2012 to 10/2013

**Access Now** – New York, NY (satellite offices in Brussels, Belgium, Tunis, Tunisia, and San Jose, Costa Rica)

- Published a study on Russian electronic surveillance technology in Central Asia that has been cited in several academic publications.
- Worked on various cases in the Digital Security Helpline related to CIS (Commonwealth of Independent States) countries and internet censorship and network interference.
- Began the development of OONIProbix, a tool written in Python for analysis of internet censorship data.

## **Education**

**Bachelor of Science**: Computer Science, 02/2013

**University Of Massachusetts-Amherst** - Amherst, MA

**Bachelor of Arts:** Political Science, 08/2009

**University Of Maine - Orono** - Orono, ME

- Minored in Business Administration