PETER BOURGELAIS
(ARTIST NAME: ARJUNA GONZALES)

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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
- **Minor: Business Administration**

Skills

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

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 map, 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, **designed the layout** of the first level.

Co-Organizer, 08/2019 to Present
Maine Video Game Developers Meetup – Gray, ME
- Planned and scheduled numerous talks and game jams for the largest Meetup of video game developers in the state of Maine.

- Managed a Discord server of over 150 members
- Managed and promoted the group on our social media accounts.

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.

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.