

# 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**

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### Skills

- Blender, 3DS Max + MaxScript
- Substance Painter/Designer
- Python
- Git/Perforce
- Unity
- C#
- Unreal Engine 4
- VFX

### Work History

**Technical Artist**, 07/2024 to Present

**Ubisoft Montréal, Rainbow Six Siege VFX** – Montréal, QC, Canada

- Collaborate with the VFX team and Technical Directors to ensure that new visual effects respect the strict performance requirements of a competitive eSports live service game running on past and current generation consoles.
- Validate and document new VFX tools for use by our artists as part of the Siege X modernization.
- Produce and prototype new VFX for some of our seasonal commitments (e.g. VFX for new operators, effects for Elite Bundle Victory Dances, etc.)

**Technical Artist**, 10/2022 to 07/2024

**Ubisoft Montréal, Helix** – Montréal, QC, Canada

- Using industry standard CG tools and internal Ubisoft tools, aided in the production of cinematic videos and imagery for games produced by the company's Canadian studios.
- Helped develop tools and write documentation to support that production
- Credits include XDefiant, Star Wars Outlaws, For Honor Year 7-8, Rainbow Six Siege Year 8

**3D Artist and Programmer**, 09/2019 to 09/2022

**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 first iterations of the layout of the first level.

**Co-Organizer**, 08/2019 to 09/2022

**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 nearly 200 members
- Promoted the group's events on our social media accounts and various game projects from our members.

**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.