

# BUGASHANE B. MUGOOVI

Animation & Production Student

[Portfolio](#) | [LinkedIn](#) | Smugoovi@gmail.com | West Lafayette, IN

## Summary

I am an emerging animation and production professional studying Game Development, Animation, and VFX. I have practical experience in character animation, sound design, camera operation, and coordinating student film production. I support creative pipelines from pre-production to post-production, bringing strong organizational skills, clear communication, and a collaborative approach.

## Skills

**Production Skills:** Scheduling, Team Coordination, Shot Tracking, Sound Recording

**Animation:** Character Animation, Body Mechanics, Acting, Blocking & Polish

**Technical Skills:** Camera Operation, Boom Mic Operation, Audio File Management

**Workflow Tools:** Google Sheets, Google Drive

## Film & Production Experience

**Juxtaposed — Short Film (Class Final)**

Nov 15 – Dec 16 2025

**Sound Assistant / Boom Operator | Completed** | Purdue University – West Lafayette, IN

- Operated boom microphone and captured clean production audio
- Maintained consistent sound quality across scenes
- Organized and prepared audio files for post-production
- Coordinated closely with directors to meet creative intent

**War Time! — Hybrid Live-Action & 3D Short Film**

Jan – May 2024

**Co-Director, Production Lead | Completed** | Purdue University – West Lafayette, IN

- Co-directed a hybrid live-action and 3D animated short film
- Oversaw production across modelling, texturing, animation, and post-production teams
- Managed schedules, shot lists, and task delegation
- Coordinated locations and live-action planning
- Ensured deadlines were met, and production stayed organized

**Live Event Recording — Purdue University**

Nov 10 - Dec 13 2025

**Camera Operator | Completed** | Purdue University – West Lafayette, IN

Productions: *The Snow* (Theatre), *PCDC Winter Works*

- Operated the camera during live theatrical performances
- Managed framing, camera movement, and exposure
- Maintained consistent white balance and recording quality
- Supported archival and online distribution of recordings

## Animation Experience

**Character Animation Exercises — Maya**

**Animator | Completed**

- Created character animations, including walk cycle, jump, wall climb, flour sack, and acting exercises
- Completed multiple animation passes, including blocking and polish
- Creating story concept, shot planning, and visual direction

## Education

**Purdue University – West Lafayette, IN**

B.S. Game Development & Design and BS Animation & VFX | Minor in Film Studies

Expected Graduation: June 2027