

BUGASHANE B. MUGOOVI

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Summary

Driven by a passion for storytelling and creativity, I aspire to craft immersive worlds and narratives that leave lasting impressions. As a Game Developer and Film Designer, I combine technical expertise with artistic vision to deliver engaging experiences. From directing YouTube content that grew a channel's following to leading animated film projects, I bring leadership, innovation, and a collaborative spirit to every endeavor. With skills in video editing, scheduling, and problem-solving, I am eager to contribute to impactful projects in the gaming and film industries.

Experience/Project

Director and Equipment Manager Summer 2024 – Present
INDIANAPOLIS CHRISTIAN TABERNACLE USA: "YouTube Channel" – Indianapolis, IN

- Directed and edited weekly live content, growing subscribers from 700 to 1.72K in one year.
- Trained a youth team on video production, equipment use, OBS Studio, and editing.
- Managed equipment inventory and resolved technical issues to ensure quality output.
- Developed schedules and workflows, improving content production efficiency.
- Created a training program to ensure smooth operations after stepping down.

Director Spring 2024
CLASS SHORT FILM PROJECT: "Purdue University" – West Lafayette, IN

- Directed a team to create a 30-second animated Lego film, coordinating modeling, animation, and filming.
- Created schedules for all departments to meet project milestones on time.
- Collaborated with environment and filming teams to secure locations and resources.
- Streamlined editing by reallocating resources, ensuring a polished final product.

Course Final Project Spring 2024 – Fall 2024
SIMPLE 2D GAME: "Myself" – Indianapolis, IN

- Developed a 2D team-based fighting game using Python, C, and C++, incorporating dynamic mechanics inspired by a YouTube project.

Education

PURDUE UNIVERSITY August 19, 2023 – Present

BS | Game Development and Design, BS | Animation and Visual Effects

Additional Skills

Technical Skills: Unreal Engine, C++, Python, JavaScript, HTML, CSS
Creative Tools: Blender, Maya, Houdini, OBS Studio
Other Skills: Video Editing, Scheduling, Communication, Leadership, Team Coordination, Problem-Solving