

Brendan Bond

GRAPHIC / WEB DESIGNER & DEVELOPER • MOTION GRAPHICS ARTIST • 3D GENERALIST

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OBJECTIVE:

To develop a life-long career in the development and implementation of design based upon solid core principles and work in a motivated, team-centered environment to create the best possible product.

EXPERIENCE:

EDAC, 12/2009 – present, San Jose, CA – **Graphic Designer / Artist**

Creation of Digital Graphics Assets / animation for International Electronics Consortium. Further developed company identity by producing graphics for company-wide marketing campaigns, while adhering to established branding standards.

BCA Architects, 11/2009 – present, Fremont, CA – **Graphic Designer**

Responsible for designing and implementing graphics design assets for architectural firm, including web and print assets. Charged with the task of leading monthly eBlast campaigns, developing marketing materials for trade shows and pitches.

Cornell University: Autism Collaborative, 10/2008 – 1/2009, Ithaca, NY – **Art Director**

Directed 11 person team in production of interactive video game / testing tool for autism-spectrum children, in conjunction with teams from Cornell, MIT, RIT, UC - San Diego, and Google. Generated 3D elements used within game, from hand-drawn sketches to finalized assets. Developed methodology pertaining to the use of normalized vectors to determine visibility of background assets, as well as in-game UI, iconography, and splash screens.

Aptus Games/VFX Direct, 6/2008 – 9/2008, Los Angeles, CA – **Lead Artist / Animator**

Led team of artists / animators through animation process of four characters for action-based PC game. Developed Python script to convert character animations from one character rig to the next, saving innumerable man-hours animating. Responsible for modeling, texturing, rigging / weighting, and animation of characters.

Visionary FX, 5/2007 – 11/2007, Portsmouth, NH – **Motion Graphics Artist / 3D Generalist**

Created motion graphics spots for high-end clients to be broadcast nationally or distributed on DVD. Responsible for generation of assets, from storyboard to finished pieces, including modeling / texturing, particle effects, to render and composite. Client list includes: MGM Grand at Foxwoods, Marriott Hotel New Orleans, Qwest Communications.

EDUCATION:

M.F.A. Computer Graphics Design

Rochester Institute of Technology Rochester, NY Graduated May, 2008
Graduate Assistant Professor for Graduate-Level Maya Modeling Classes, Member: AIGA

B.A. Graphics Design & Communications

Castleton State College Castleton, VT Graduated May, 2004

SKILLSET:

APPLICATION:

Adobe Photoshop CS4	Autodesk Maya
Illustrator CS4	Pixologic zBrush
After Effects CS4	
InDesign CS4	Adobe Acrobat
Flash CS4	Microsoft Office Suite

PROGRAMMING:

HTML / XHTML	MEL
CSS	Python
ActionScript 3	OSX / BASH

References available upon request.