

Brendan Bond

<http://www.brendanbond.com>

802.922.4781 Santa Clara, CA 95051

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

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.

TECHNICAL EXPERIENCE:

- Autodesk Maya
- Pixologic zBrush
- Adobe After Effects CS5
- Photoshop CS5
- Illustrator CS5
- InDesign CS5
- Flash CS5
- Dreamweaver CS5
- Adobe Acrobat
- Microsoft Office
- MEL
- Python
- BASH
- ActionScript 3
- HTML / XHTML
- CSS
- Javascript
- PHP / SQL
- Perforce (P4V)

PROFESSIONAL EXPERIENCE:

Rearden Commerce, 3/2010 – present, Foster City, CA – **Motion Graphics Designer / Design Generalist**
Creation of Corporate / Brand Communications Assets, Motion / 2D / 3D. Responsible for coding updates to existing corporate website, coding corporate eBlasts, web design and implementation.

Art Institute - California (Sunnyvale), 4/2010 – present, Sunnyvale, CA – **Professor, Design Program**
Responsible for developing curriculum, delivering lectures, and establishing open critiques for classes in Animation, Digital Typography, and Digital Layout.

BCA Architects, 11/2009 – present, Fremont, CA - **Designer, Front-end Programmer**
Responsible for designing and implementing graphics design assets, corporate eBlasts, and HTML campaigns for architectural firm.

EDAC, 12/2009 – 3/2010, San Jose, CA – **Designer / Artist**
Creation of Digital Graphics Assets / animation for International Electronics Consortium.

Cornell University: Autism Collaborative, 10/2008 – 1/2009, Cornell, NY - **Art Director**
Directed 11 person team in production of interactive video game / testing tool. Generated 3D elements used within game, from hand-drawn sketches to finalized assets.

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.

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.
Client list includes: MGM Grand at Foxwoods, Marriott Hotel New Orleans, Qwest Communications.

EDUCATION:

M.F.A. in Computer Graphics Design

Rochester Institute of Technology Rochester, NY Graduate May, 2008

Graduate Assistant Professor for Graduate-Level Maya Modeling Classes, Member: AIGA

References available upon request.