



I A N B E L L O M Y

126 E. Waldburg Street
Savannah GA, 31401

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I create compelling visual communication pieces both static and kinetic. I specialize in the design and development of interactive systems; user interfaces and games that promote creative or productive activity.

PROFESSIONAL EXPERIENCE

- 2001-Present **Freelance Design and Development**
Design and development for organizations including: Yahoo!, FRCH, and Smith & Tinker.
- 4/10-Present **Savannah College of Art and Design, Tutor**
Savannah, GA
Helping students learning Flash, Actionscript, and interactive design.
- 10/06-8/08 **Bridge Worldwide, Experience Media Designer**
Cincinnati, OH
Actionscript development and animation on numerous projects. Clients include: Bounty, Conagra Foods, Folgers, Healthy Choice, Puffs, and PUR Water. Specialized in animation and interaction requiring computational solutions.
- 7/05-10/06 **Convergys, New Media Designer**
Cincinnati, OH
Lead Flash developer on multiple e-learning courses. Developed library of components from scratch for use in a suite of online training courses. UI Designer and front-end developer for internal issue tracking client.
- 9/04-12/04 **Big Spaceship, Designer (Co-op)**
New York, NY
HTML & Flash production work on sites for the following IP: Alpie, Sony Connect, Alexander, War of the Worlds, Elektra, Spongebob Square Pants, and LG phones.
- 4/04-06/04 **Hasbro Games, Designer (Co-op)**
East Longmeadow, MA
Traditional game design and testing, scenario design, concepting and prototype graphic design for multiple lines including Heroscape & Risk.
- 4/03-06/03, 9/03-12/03 **DAAP, Web Designer-Administer (Co-op)**
Cincinnati, OH
Managed and updated college of DAAP website. Helped create presentation material for the Digital Design program's NASAD accreditation review. Responsible for an initiative to evaluate the site's architecture and make recommendations for future development.
- 4/02-06/02, 9/02-12/02 **Hasbro Toys, Designer (Co-op)**
Pawtucket, RI
Worked in an industrial design capacity on multiple lines including Micro-Machines, Pokémon, Star Wars, Stikfas, Transformers and Zoids.

EDUCATION

(2010) Anticipated **MFA, Interactive Design & Game Development**
Savannah College of Art And Design (SCAD)
Savannah, GA

Academic Scholarship: Full Tuition
TA: Interactive Product Design
TA: Interactive Design

2005 **BS Design, Digital Design**
University of Cincinnati: College of Design Art Architecture & Planning (DAAP)
Cincinnati, OH

Cincinnati Scholar
Dean's List numerous quarters
TA: Digital Design Fundamentals
Student AIGA

AWARDS, ACTIVITIES, & EXHIBITIONS

2010 **Jepson Center for Modern Art: Bit6 Exhibition Participant**

Game Developers Exchange (GDx): Entelechy Art Show
Honorable Mention, Digital Game Prototype for *Gizmits*

2009 **Game Developers Exchange (GDx): Entelechy Art Show**
Best Physical Computing Installation for *Ah ah ah*

2008 **The Interactive Advertising Competition (IAC)**

Best Consumer Goods Rich Media Online Ad *PUR Flavor Options*
(Responsible for Flash development & animation)

Outstanding Microsite/Landing Page for *Cheer Fight For The Bright* website
(Responsible for assistant Flash development & animation)

Outstanding Microsite/Landing Page for *Folgers Wake Up Special* website
(Responsible for assistant Flash development & animation)

2007 **Basel School of Design**
Summer Type Workshop

SKILLS

I am proficient with Adobe's Creative Suite (including Photoshop, Illustrator, Fireworks, In Design, and After Effects) and am also capable with the 3D tools found in Maxon's Cinema 4D. I am particularly capable with Flash, and am fluent in all versions of Actionscript. Furthermore I have competency in a variety of other web-centric development languages including; HTML, CSS, Javascript, MySQL, PHP, and XML. Lastly, I have experience utilizing Processing and Arduino to create experimental beyond-the-screen interactivity.