

## Ian Bellomy

### Curriculum Vitae

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## Education

- 2012 **M.F.A.**, Interactive Design and Game Development  
Savannah College of Art and Design (SCAD), Savannah, GA  
School of Film and Digital Media  
*Academic scholarship: full tuition.*
- 2005 **B.S.** Design, Digital Design  
University of Cincinnati (UC), Cincinnati, OH  
College of Design, Architecture, Art and Planning (DAAP)  
*Cincinnati scholarship.*  
*Dean's list repeatedly.*

## Professional Experience

- 2001 – 2013 **Freelance**  
Design, development and animation for organizations including Yahoo!, FRCH and Smith & Tinker and for clients including Camel, Marriott, Cintas and Skyline Chili.
- Oct. 2006 – Aug. 2008 **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 prototyping computational solutions.
- Jul. 2005 – Oct. 2006 **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. User interface designer and front-end developer for internal issue tracking client. Some illustration support.
- Fall 2004 **Big Spaceship**, Designer (Co-op) | New York, NY  
HTML and Flash production work on sites for films and intellectual property including Alexander, Alphia, Elektra, Sony Connect, SpongeBob SquarePants, LG phones and War of the Worlds.
- Spring 2004 **Hasbro Games**, Designer (Co-op) | East Longmeadow, MA  
Board game design and testing, scenario design, concepting and prototype graphic design for multiple lines including Heroscape and Risk.
- Spring + Fall 2003 **College of DAAP**, Web Designer-Administrator (Co-op) | Cincinnati, OH  
Managed and updated college website. Audited site's information (and technical) architecture and made recommendations for future development. Helped create presentation material for Digital Design program's accreditation review.
- Spring + Fall 2002 **Hasbro Toys**, Designer (Co-op) | Pawtucket, RI  
Worked in an industrial designer capacity on multiple lines including Micro-Machines, Pokémon, Star Wars, Transformers and Zoids. Concept generation for extending Stikfas line.

**Teaching Experience**

Specialty teaching topics related to screen-based interactivity, e.g. interactive design, interaction design, interface design, digital prototyping and programming, computational/generative visual systems, procedural rhetoric, introductory web design and development and user experience design. Secondary specialty in analog game design and 2D animation/motion design. Experience with design drawing.

Aug. 2013 – Aug. 2018

**Assistant Professor**

UC | DAAP

Myron E. Ullman, Jr. School of Design | Communication Design, formerly *Graphic Communication Design (GRCD)*

• = developed or continued to develop

Semesters	Year	Level	Course/Topic	Instructor	
2017 / 2018	Summer	Graduate	Thesis committee	Chaozheng Zhang	
		Senior	Design Methodology II	Capstone pt. 1/2, design project definition, creative brief writing, research, initial form making	
		Senior	• Interaction Design II x 2	Intermediate interface design and Interactive explanations.	
	Spring	High-school	• DAAP Summer Camp	Two half-day sessions on information navigation using Principle for Mac	
		Pre-junior	Interaction Design Overview x 2	Intro to user testing, interface design, programming, interactive expression, info. navigation	
		Senior	Design Methodology III	Capstone pt. 2/2, project execution	
	Fall	Pre-junior	• Analog Game Design	School of Design collaborative studio (Boardgame design)	
		Graduate	Independent Study x 2	Interaction design	
		Graduate	Independent Study	Motion design	
	2016 / 2017	Summer	Graduate	Thesis committee	Qingjian Zhao.
			Senior	• Design Methodology II	Capstone pt. 1/2, design project definition, creative brief writing, research, initial form making
			Junior	• Interaction Design II x 2	Interactive explanations and expression, programming basics, intermediate interface design
Spring		Pre-junior	• Interaction Design Overview x 2	Intro to user testing, interface design, programming, interactive expression, info. navigation	
		Senior	Design Methodology III	Capstone pt. 2/2, project execution - <b>Director's Choice:</b> J. Baird & D. Brumleve (Department award)	
2015 / 2016	Summer	Graduate	Thesis committee	Hao Gao	
		Senior	• Design Methodology II x 2	Capstone pt. 1/2, design project definition, creative brief writing, research, initial form making	
		Junior	• Interaction Design II	Basic programming/prototyping, intermediate and experimental interface design, user testing	
	Spring	High-school	• DAAP Summer Camp	Two half-day sessions on interactive prototyping using Processing	
		Pre-junior	• Interaction Design Overview x 2	Introduction to user testing, interface design, information navigation	
		Senior	Interaction Design III	Capstone pt. 2/2, project execution - <b>DAAPCares Award:</b> H. Cook & M. Huey (Department award) - <b>Director's Choice:</b> J. Moryz & C. Thorsen (Department award)	
Fall	Pre-junior	• Analog Game Design	School of Design collaborative studio, final games about state budgeting		
2014 / 2015	Summer	Graduate	Thesis committee x 4	Lei Xin, Yanxia He, Suyao Chen and Fei Peng - <b>DAAPCares Award:</b> Fei Peng (Department award)	
		Junior	• Interaction Design II	Basic programming and prototyping, animated walkthroughs, information navigation	
		Senior	• Design Methodology II	Capstone pt. 1/2, design project definition, creative brief writing, research, initial form making	
		Senior	• Interaction Design III	Interactive installation design/indirect manipulation + capstone exhibition design support	
	Spring	Pre-junior	Independent Study	Motion design	
		High-school	• DAAP Summer Camp segment	Two half-day sessions on programming interactivity using custom Actionsript library	
		Pre-junior	• Interaction Design Overview	Introduction to user testing, interface design, information navigation	
		Graduate	• Visual Studies	Computational/generative visual systems and 2d composition	
	Fall	Pre-junior	• Analog Game Design	School of Design collaborative studio	
		Graduate	Independent study	Web design and development	
2013 / 2014	Summer	High-school	• DAAP Summer Camp segment	Two half-day sessions on programming interactivity using custom Actionsript library	
	Spring	Senior	• Interaction Design III	Interactive installation design/indirect manipulation + capstone poster design	
		Pre-junior	• Interaction Design Overview	Intro user testing, interface design, web design and development, information navigation	
		Graduate	• Visual Studies	Computational/generative visual systems and 2d composition	
	Fall	Pre-junior	• Analog Game Design	School of Design collaborative studio, games about systems related to the water cycle	
Sophomore	Design Ideation x 2	Observational object drawing, graphic simplification/translation, introductory icon design			

2010 – 2013

**Adjunct Instructor**

UC | DAAP | GRCD, formerly *Digital Design and Graphic Design*

Semesters	Year	Level	Course/Topic	Instructor	
2012 / 2013	Summer	Pre-junior	Design Methodology II x 2	Self-defined group projects	
		Sophomore	Kinetic Communication	Intro 2D animation / motion graphics	
	Spring	Junior	• Interaction Design II	Information manipulation and visualization	
		Freshmen	• Comm. for Professional Practice	Large lecture on introductory web design and development	
		Senior	Independent study	Processing / programming fundamentals	
	Fall	Sophomore	Design Ideation x 2	Observational object drawing, graphic simplifications/translations, introductory icon design	
		Pre-junior	• Interaction Design I	Information manipulation and intro data visualization	
		Graduate	• Visual Studies	Computational/generative visual systems and 2d composition	
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Quarters	2011 / 2012			
	Summer	Junior Pre-junior Pre-junior	<ul style="list-style-type: none"> <li>• Design Ideation III</li> <li>• Digital Design Seminar V</li> <li>Motion Design I</li> </ul>	Procedural rhetoric via board games, games about social networks Game design/studies seminar Intermediate 2D animation/motion design, title sequence - <b>Adobe Design Achievement Awards (2013): Semi-Finalist:</b> Ryan Finke (International student competition.)
	Spring	Junior Pre-junior Graduate Graduate	<ul style="list-style-type: none"> <li>• Design Ideation III</li> <li>• Digital Design Seminar V</li> <li>• Visual Studies III</li> <li>Independent Study x 2</li> </ul>	Procedural rhetoric via board games, games about social networks Game design/studies seminar Computational/generative visual systems and 2D composition Web design and development
	Winter	Sophomore Sophomore	<ul style="list-style-type: none"> <li>• Design Tech I (b) x 2</li> <li>• Digital Design II</li> </ul>	Intro 2D animation for the web and basic interactive prototyping Interactive visual systems, intro programming/prototyping, information navigation
	Fall	Sophomore Sophomore	<ul style="list-style-type: none"> <li>• Design Tech I (a) x 2</li> <li>• Digital Design II</li> </ul>	Intro 2D animation for the web and basic interactive prototyping Interactive visual systems, intro programming/prototyping, information navigation
	2010 / 2011			
	Summer	Sophomore Junior Pre-junior	<ul style="list-style-type: none"> <li>Design Ideation I</li> <li>Design Ideation III</li> <li>• Digital Design II</li> </ul>	Intro animation for digital designers Self-directed projects Interactive visual systems, intro programming/prototyping, information navigation
	Spring	Pre-junior Pre-junior Graduate	<ul style="list-style-type: none"> <li>• Design Systems II</li> <li>• Digital Design II</li> <li>• Visual Studies III</li> </ul>	Intro 2d animation/motion graphics for graphic designers Interactive visual systems, intro programming/prototyping, information navigation Computational/generative visual systems
	Winter	Senior	<ul style="list-style-type: none"> <li>• Design Systems III</li> </ul>	Intro 2d animation/motion graphics for graphic designers - <b>Art Director's Club Award (2012): Bronze Cube:</b> Tyler Brooks (International student competition.)
	Fall	Sophomore Sophomore Senior Sophomore Sophomore	<ul style="list-style-type: none"> <li>• Digital Design I</li> <li>• Design Tech I (b)</li> <li>• Design Systems III</li> <li>• Design Tech I (a)</li> <li>Digital Design I</li> </ul>	Symbol and visual system design Intro 2d animation for web and prototyping Intro 2d animation for graphic designers Intro web design and development Symbol and visual system design

2010

**Teaching Assistant**

SCAD

Spring + Summer	Junior Sophomore	<ul style="list-style-type: none"> <li>• Interactive Product Design</li> <li>Interactive Design</li> </ul>
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**Tutor**

SCAD

Spring + Summer	Available for students in Programming for Interactivity, Scripting for Interactivity, Interactive Web Design, 2D Game Design and Development, Interactive Product Design and Professional Practices In Illustration (web portfolio development).
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2005

**Teaching Assistant**

UC | DAAP | School of Design | Foundations

Spring	Digital Design Fundamentals
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**Creative and Scholarly Work**

## EXHIBITIONS

2020	<b>Ox Wow! Light it Up</b>   Cincinnati, OH Invited regional exhibition participant : "No Public Restrooms" in collaboration with Alyse and Danny Capaccio and Clayton Belcher.
2019	<b>BLINK</b>   Cincinnati, OH Juried international exhibition participant : "No Public Restrooms" in collaboration with Alyse and Danny Capaccio and Clayton Belcher.
2014	<b>Systematic</b> , Manifest Gallery   Cincinnati, OH Juried international exhibition participant. One of 16 works by 14 artists selected from 289 works by 129 artists from 29 states and 8 countries. <b>ANIMATE!</b> , Space Gallery: AIGA Philadelphia headquarters   Philadelphia, NJ Juried exhibition participant.
2010	<b>Bit6</b> , Jepson Center for Modern Art   Savannah, GA Invited exhibition participant. <b>Entelechy Art Show</b> , Game Developers Exchange (GDX)   Savannah, GA Juried exhibition participant. Honorable Mention, Digital Game Prototype for "Gizmits"

**Creative and Scholarly Work cont.**

- 2009 **Entelechy Art Show**, GDx | Savannah, GA  
 Juried exhibition participant.  
 Awarded Best Physical Computing Installation for "Ah ah ah".

**PUBLICATIONS**

- 2017 *Analog Game Studies Journal*  
 "What Counts: Configuring The Human In Platform Studies"
- 2016 *International Journal of Visual Design*  
 "The Grain of the Browser: What Designers Should Know About the Craft of Web Design."

**CONFERENCE PRESENTATIONS**

- 2019 *Design Incubation: Colloquium 6.1*  
 "Teaching Procedural Rhetoric: Some Lessons."
- 2017 *Design Incubation: Colloquium 3.3*  
 "Two Implications of Action-Centric Interaction Design"
- 2015 *Ninth International Conference on Design Principles and Practices.*  
 "The Grain of the Browser."

**INVITED WORKSHOPS AND PRESENTATIONS**

- 2017 Ten-week workshop on computational/generative image making. | LPK Global Branding
- Oct. 2016 Guest lecture: Systems concepts in game analysis.  
 UC | DAAP | Visual Media, Theory and Criticism  
 Invited by Assistant Professor Dr. Morgan Thomas
- Oct. 2014 Presented work with generative visual systems and experimental prototyping.  
 UC | DAAP | First year graduate colloquium  
 Invited by Associate Professor Dr. J. Chewning

**OTHER**

- 2018 Released **Hinges** v2 (now on iPhone).
- 2016 Released **Hinges** for iPad.

**Service****PROFESSIONAL**

- Dec 2020 Peer reviewer for *Design Incubation Colloquium*.
- Sep 2017 Peer reviewer for *Visible Language Journal*.
- May 2016 Peer reviewer for *Visible Language Journal*.
- 2014 / 2015 Peer reviewer for ACM Conference on Human Factors in Computing Systems (CHI) 2015.  
 Peer reviewer for *International Journal of Visual Design*.  
 Peer reviewer for *Visible Language Journal*.
- 2014 Steering committee member for AIGA *Connecting Dots* conference.  
 Designed, developed, and maintained conference website. Assisted with identity development, electronic registration, email communication, online social media and transportation.

**ACADEMIC**

- 2017 / 2018 College website redesign committee, school of design representative.
- 2015 – 2018 Share Communication Design department coordinator duties:  
 Point of contact for prospective students and related presentations;  
 Share department writing responsibilities with Emily Verba.
- 2015 / 2016 School of Design review promotion and tenure (RPT) alternate member / observer.
- 2014 / 2015 School of Design Faculty Search Committee member.  
 School of Design Graduate Committee member.  
 School of Design Executive Committee member. (Graduate Committee representative.)  
 Informal GRCD Curriculum Development Committee member.  
 Assisted in the development of an industry salary review at the request of school director.

- 2013 / 2014 School of Design Technology Committee member.  
 Informal GRCD Curriculum Development Committee member.  
 Informal DAAP Drawing Committee member.  
 Designed visual identity system for the University of Cincinnati Research Institute (UCRI).  
 Assisted in preparation for NASAD accreditation.

### Additional Awards and Honors

- 2016 One of 11 faculty/staff University-wide invited to Cincinnati Presidential Scholars Graduation Dinner on behalf of a Cincinnati Presidential Scholar student for having a meaningful impact on their years at UC.
- 2008 The Interactive Advertising Competition (IAC):
- Best Consumer Goods Rich Media Online Ad for "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 – 2008 Web Marketing Association's Web Award
- Outstanding Achievement in Web Development for "The Grass is Greener". Assistant Flash development & animation.
  - Consumer Goods Standard of Excellence for "PUR Flavor Options". Flash development & animation.
  - Outstanding Website for "Healthy Choice: Start Making Choices". Flash development & animation.

### Professional Development

- 2007 Summer Typography Workshop  
 University of Applied Sciences, Northwestern Switzerland  
 Academy of Art and Design | Visual Communication institute | Basel School of Design

### Technical Experience

- Programming etc.
- ActionScript
  - Arduino
  - C# (a little)
  - CSS
  - CoffeeScript
  - HTML
  - PHP w/ Wordpress
  - Processing
  - Swift w/ SpriteKit
  - TypeScript

I'm comfortable with display hierarchies and event based systems, non-retained drawing (though not hand coded shaders), and scripted animation whether imperative, declarative, or dynamic. I'm particularly comfortable crafting generative visual-kinetic systems.

- Software
- Adobe Creative Suite (After Effects, ~~Edge Animate~~, Flash, Illustrator (preferred), InDesign, Photoshop, XD); Cinema 4D; ~~Director~~; ~~Framer Classic~~; InVision; Principle for Mac; Sketch; Sublime Text; Unity (a little); VSCode; Xcode.