

Ian Bellomy

I make fine distinctions.

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Education

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

Experience

- Aug. 2013 – Aug. 2018 **Assistant Professor** | UC, DAAP, Graphic Communication Design
Developed and taught over 40 courses, mostly covering 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. Also taught motion design and interdisciplinary board game design studios. Recent course evaluations available on request. Notable department service includes serving on the steering committee for the AIGA Connecting Dots conference, developing a generative identity for the University of Cincinnati Research Institute and assisting faculty searches. Full details are available in my curriculum vitae.
- Aug. 2010 – Aug. 2013 **Adjunct Instructor (Annualized)** | UC, DAAP, Graphic Communication Design,
Taught (and often developed) 36 courses, most related to screen-based interactivity. Developed a progressive sequence of interactive/interaction-design classes that spanned four years. Also taught classes on motion design, board game design, design drawing, generative visual system design and web technologies.
- 2010, Spring + Summer **Teaching Assistant** | SCAD
Led a physical computing studio for industrial design juniors.
Provided assistance to a sophomore digital media studio.
- 2001 – 2013 **Freelance design, development and animation**
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 **Experience Media Designer** | Bridge World Wide, 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 **New Media Designer** | Convergys, Cincinnati, OH
Lead Flash developer on multiple e-learning courses. Designed and developed library of components from scratch for use in a suite of online training courses. Visual design and front-end development for internal issue tracking client. Illustration support on some courses.
- Fall 2004 **Designer (Co-op)** | Big Spaceship, 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 **Designer (Co-op)** | Hasbro Games, East Longmeadow, MA
Scenario testing and design, prototype graphic design and concept drawing for multiple boardgame lines including Heroscape and Star Wars Risk.
- Spring + Fall 2003 **Web Designer-Administrator (Co-op)** | College of DAAP, 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. Designed and developed data-driven calendar module
- Spring + Fall 2002 **Designer (Co-op)** | Hasbro Toys, Pawtucket, RI
Worked in an industrial designer capacity on multiple lines including Micro-Machines, Pokémon, Star Wars, Transformers and Zoids. Generated concepts for extending Stikfas line.

Independent Work

- 2018 Released **Hinges** v2 (now on iPhone).
- 2017 Article for **Analog Game Studies Journal**, "What Counts: Configuring The Human In Platform Studies."
Ten-week invited workshop at LPK Global Branding on computational/generative image making.
Presentation at **Design Incubation: Colloquium 3.3**, "Two Implications of Action-Centric Interaction Design."
- 2016 Released **Hinges** game for iPad.
Article for **International Journal of Visual Design**, "The Grain of the Browser."
- 2014 **Systematic**, 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.
ANIMATE!, Space Gallery: AIGA Philadelphia headquarters | Philadelphia, NJ
Juried exhibition participant.
- 2010 **Bit6**, Jepson Center for Modern Art | Savannah, GA
Invited exhibition participant.
Entelechy Art Show, Game Developers Exchange (GDx) | Savannah, GA
Juried exhibition participant.
Honorable Mention, Digital Game Prototype for "Gizmits"
- 2009 **Entelechy Art Show**, GDx | Savannah, GA
Juried exhibition participant.
Awarded Best Physical Computing Installation for "Ah ah ah".

Additional Awards and Honors

- 2016 One of 11 faculty/staff University-wide invited to Cincinnatus Presidential Scholars Graduation Dinner on behalf of a Cincinnatus 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 Most recently I've worked with vanilla HTML, SVG, CSS and JavaScript. Before that, CoffeeScript with Framers Classic and Swift with SpriteKit. I have touched UIKit and Interface Builder. I dip into Processing annually. I've mucked around Wordpress and PHP and have wired inputs to an Arduino. I was extremely fluent in ActionScript during Flash's apogee on the web.
- I'm comfortable with display hierarchies and event based systems, non-retained drawing (though not 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 Studio~~; InVision; Principle for Mac; Sketch; Sublime Text (preferred); Xcode.