

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 - Director's Choice: 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 - DAAPCares Award: H. Cook & M. Huey (Department award) - Director's Choice: 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 - DAAPCares Award: 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 Actionscript library	
		Pre-junior	• Interaction Design Overview	Introduction to user testing, interface design, information navigation	
	Fall	Graduate	• Visual Studies	Computational/generative visual systems and 2d composition	
		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 Actionscript library	
		Senior	• Interaction Design III	Interactive installation design/indirect manipulation + capstone poster design	
	Spring	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
	Fall	Senior	Independent study	Processing / programming fundamentals
		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"> • Design Ideation III • Digital Design Seminar V Motion Design I 	Procedural rhetoric via board games, games about social networks Game design/studies seminar Intermediate 2D animation/motion design, title sequence - Adobe Design Achievement Awards (2013): Semi-Finalist: Ryan Finke (International student competition.)
	Spring	Junior Pre-junior Graduate Graduate	<ul style="list-style-type: none"> • Design Ideation III • Digital Design Seminar V • Visual Studies III Independent Study x 2 	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"> • Design Tech I (b) x 2 • Digital Design II 	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"> • Design Tech I (a) x 2 • Digital Design II 	Intro 2D animation for the web and basic interactive prototyping Interactive visual systems, intro programming/prototyping, information navigation
	2010 / 2011			
	Summer	Sophomore Junior	<ul style="list-style-type: none"> Design Ideation I Design Ideation III 	Intro animation for digital designers Self-directed projects
	Spring	Pre-junior Pre-junior Pre-junior Graduate	<ul style="list-style-type: none"> • Digital Design II • Design Systems II • Digital Design II • Visual Studies III 	Interactive visual systems, intro programming/prototyping, information navigation 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"> • Design Systems III 	Intro 2d animation/motion graphics for graphic designers - Art Director's Club Award (2012): Bronze Cube: Tyler Brooks (International student competition.)
	Fall	Sophomore Sophomore Senior Sophomore Sophomore	<ul style="list-style-type: none"> • Digital Design I • Design Tech I (b) • Design Systems III • Design Tech I (a) Digital Design I 	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"> • Interactive Product Design Interactive Design
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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	Ox Wow! Light it Up Cincinnati, OH Invited regional exhibition participant : "No Public Restrooms" in collaboration with Alyse and Danny Capaccio and Clayton Belcher.
2019	BLINK Cincinnati, OH Juried international exhibition participant : "No Public Restrooms" in collaboration with Alyse and Danny Capaccio and Clayton Belcher.
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"

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

- 2021 Board game design workshop: Cincinnati Library, West End Branch
- 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.
 Game Art & Design Certificate co-sponsor, School of Art
- 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 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 ActionScript 1,2 & 3, Arduino (C++), C#, Javascript (+ Coffeescript, Typescript), Lingo (2004), PHP (2009), Processing (Java), Swift (2016).
- etc. Ani (Processing), Box2D (Flash), DOTween (Unity)(some), Firebase Firestore, Firebase Auth (a little), GSAP (Flash), jQuery, LitHTML, minim (Processing), MobX (some), NodeJS (a little), React (some), SpriteKit, ThreeJS (a little), UIKit (a little), Union multi-user server (2005), Wordpress (2009).
- 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 have experience with generative visual design and have worked with several off-the-shelf 2D physics libraries in different environments over the years. I've worked in node and php to get something done. I toyed with camera vision before machine learning took off and have done a little work with across-the-network multi-user stuff involving messaging and a noSQL database. I'm comfortable with at least one functional-programming HTML templating library (Lit-html). I can turn a toilet seat into a custom button wired to an Arduino.
- Software Adobe Creative Suite (After Effects, ~~Edge Animate~~, Flash, Illustrator, InDesign, Photoshop, XD); Cinema 4D; ~~Director~~; ~~Framer Classic~~; InVision; Principle for Mac; Sketch; Sublime Text; Unity; VSCode; Xcode.