

brendontrombley

contact

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objective

To work with a highly creative and passionate cutting-edge team in creating unique gaming experiences

education

Rochester Institute of Technology, Rochester NY
Degree: Bachelor of Fine Arts in New Media Design & Imaging (May 2008)
GPA: 3.9

activities, hobbies & achievements

Chamball (2009-present)	RIT Game design club (2007)
Come Out and Play (2009, 2010)	Golden Key International Honor Society (2005-2008)
Global Game Jam (2009)	Nathaniel Rochester Society Scholarship (2006-2008)
Rock Climbing (2005-present)	RIT Presidential Scholarship (2004-2008)
Parkour (2007-present)	Dean's List (2004-2008)

technical skills

Operating Systems	- Mac OS, Windows XP
Programs	- Photoshop, Flash, Illustrator, After Effects, Cinema 4D
Languages	- OOP in Actionscript 3.0 and 2.0, HTML, CSS, XML, basic PHP/MySQL
Best of All	- Willing, able, and love to learn new technologies

creative experience in

game design and development, e-learning, flash development, illustration, cartooning, digital photography, 2D and 3D animation, graphic design, web development

work experience

Interactive Designer Jun 2008 - present, Kognito Interactive (New York, NY)
Filling both design and development roles, working primarily in Flash and Actionscript 3, creating interactive e-learning tutorials, games, and simulations for clients.

Private Flash Tutor Sep 2006 - Mar 2008, Private Residence / RIT (Rochester, NY)
Met twice a week with a local high school student, teaching technical Flash skills in addition to animation and artistic techniques both general and specific to Flash.

Freelance Animator Mar - Sep 2007, WXXI (Rochester, NY)
Class assignment with a client. Worked with a partner to create a package of animated materials for the Homework Hotline TV program at WXXI. We were the "winning group" whose materials were chosen by the client to be used in the program's broadcasts.

Workshop Instructor July 2006, Kids on Campus (Rochester NY)
Worked as an instructor in RIT's summer day camp program. Job involved designing a course and then teaching it to students aged 9-11 years old. My course taught students the basics of Flash animation and programming, working towards the goal of creating their own adventure game by the end of the program.