

brendontrombley

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objective

To create innovative, world-class games and experiences that engage, teach, and capture imaginations.

education

Rochester Institute of Technology, Rochester NY

Degree: Bachelor of Fine Arts in New Media Design & Imaging (May 2008)

GPA: 3.9

technical skills

Operating Systems

Mac OS, Windows

Programs

Unity, Adobe Creative Suite, Microsoft Office, Google Suite

Languages

C#, Javascript, HTML, CSS, Swift, Lua, Actionscript

Best of All

Always excited to learn new languages and technologies

creative experience in

Digital and tabletop game design for education. Also: learning & curriculum design, user testing, level design, front-end development, UX design, teacher development, photography, animation, graphic design.

work experience

Independent Game-Based Learning Expert March 2016-Present (New York, NY)

- Designs, prototypes, and facilitates learning games and experiences in collaboration with clients.
- Past and present clients include Institute of Play, BrainPOP, Games for Change, Boys and Girls Clubs.

Senior Game Designer Sep 2015 - March 2016, Institute of Play (New York, NY)

- Concepted and designed educational cross-platform web and mobile games and game-based curricula.
- Led and engaged in multiple projects at a time, taking into account budgets, timelines, and client needs.
- Oversaw design assistants and external developers to see deliverables and products to completion.
- Organized and facilitated on-site user tests with students and educators.
- Interfaced with clients to assess and determine project needs and goals.
- Represented company in conferences domestically and internationally.
- Managed and mentored junior game designers.

Game Designer Sep 2010 - Sep 2015, Institute of Play (New York, NY)

- Collaborated closely with teachers, educational experts, and game designers.
- Designed and produced learning games and game-based curricula for classrooms.
- Established and refined company procedures regarding design and evaluation of games and curricula.
- Planned and facilitated teacher training programs in game design and game-based learning.
- Adapted to challenging, ever-shifting public school environments.

Freelance Front-End Developer Jun 2011 - May 2013, W. W. Norton & Company (New York, NY)

- Developed responsive and interactive web-based learning activities and simulations from design specs.
- Quickly self-taught relevant technologies for projects such as jQuery and jQuery UI.

Lead Interactive Designer Jun 2008 - Sep 2010, Kognito Interactive (New York, NY)

- Worked from design specs to create interactive e-learning tutorials, games, and simulations for clients.
- Utilized wide array of skills in both visual design and front-end development.
- Managed team of developers during larger projects.

recent speaking engagements & publications

The 5 W's of Game-Based Learning Innovation in Education via Practice - Pingtung, Taiwan (2018)

Supercharging School with the Power of Games Ludicious - Zurich, Switzerland (2017)

Case Study: The Meaning of Beep Games for Change - New York, NY (2016)

The Oregon Trail as a Math Game Institute of Play Blog (2015)

Designing Your Own Online Learning World Games, Learning, and Society - Madison, WI (2015)

Deconstructing the Oregon Trail Institute of Play Blog (2014)