

brendontrombley

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objective

To work with a highly creative and passionate cutting-edge team in creating engaging learning experiences

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 - Photoshop, Illustrator, Xcode, After Effects, Flash
Languages - HTML, CSS, Javascript, Lua, Actionscript, basic PHP/MySQL, basic Swift
Best of All - Willing, able, and love to learn new technologies

creative experience in

game design and development, front-end development, user experience design, user testing, teacher training, curriculum design, e-learning, photography, 2D animation, graphic design

work experience

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

Working with teachers and educational experts to design and develop learning games and game-based curriculum for classrooms. Also, training teachers in design and usage of game-based learning.

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

Developing interactive learning activities and simulations in Javascript, HTML, and CSS to be used as supplemental educational tools to Norton's books.

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

Filling both design and development roles, working in Flash, Actionscript 3, HTML, and CSS to create interactive e-learning tutorials, games, and simulations for clients.

Private Flash Tutor Sep 2006 - Mar 2008, Private Residence / RIT (Rochester, NY)

Meeting 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)

College assignment with a real 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 real broadcasts on local Rochester television.

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.

recent presentations & publications

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

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

Deconstructing the Oregon Trail Institute of Play Blog (2014)

Good vs. Bad Learning Games Institute of Play Blog (2014)

Video Games and Learning New York Comicon (2014)