

Clayton Bondy

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<https://1cbondy1.github.io>

Education

The Coding Bootcamp at UT Austin | Full Stack Web Development Program 2019
Louisiana State University | Bachelor of Architecture 2013 | Minor of Digital Media Arts
Doshisha University | Kyoto, Japan | Japanese Cultural Studies Program 2013

Professional Experience

Clickspring Design | Scenic Designer | New York, NY (August 2014 - October 2018)
Worked with Design Directors and VP of Design to develop visual concepts and schematic documents for production of physical scenery used in broadcast television and consumer environments. Clients included ESPN, CNN, NBC, FOX, Brown-Forman, and several international clients.

Freelance Scenic Designer | Austin, TX (November 2016-Present)
Primarily worked with the firm Youmans Design to develop visual concepts for the production of physical scenery used in corporate events. Clients included Walmart, Deloitte, and Norwegian Cruise Lines.

Post Mango | Visual Effects Artist | Baton Rouge, LA (January - March 2014)
Worked with the Visual Effects Supervisor to create scenes for the feature film "Left Behind". Primary roles included 3D sculpting, keyframing, and rotoscoping frames.

Inka's Uniforms Graphic Designer + Screen Printer | Baton Rouge, LA (May 2012 - August 2014)

Developer Tools:

JavaScript, HTML5, CSS, jQuery, React, Bootstrap, Materialize, Responsive Design, Node.js, Express, MySQL, MongoDB, Github, Heroku

Design Tools:

Photoshop, Illustrator, InDesign, Sketch, Adobe XD, After Effects, VR Conversion, Cinema 4D, Maya, Revit, Google Sketchup, AutoCAD, Final Cut, Avid, Nuke

UX/UI Summary

Professional

- Lead and supported design teams to produce 3D and VR renderings, 3D animations, motion graphics, 2D drafting, and presentation materials for multinational clients and brands
- Supported project managers to coordinate design team with clients and fabrication shops
- Designed layouts for digital and print presentation materials for clients

Academic

- Completed immersive full-stack web development bootcamp
- Produced UX sketches, wireframes, vector logos and UI designs for group and personal projects
- Experience with interactive design using Processing and Arduino