

# Clayton Bondy

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1cbondy1.github.io

## Summary

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Skilled 3D Artist and UI Developer with 4+ years of broadcast design and 3D modeling experience and 1+ years of front end development experience. Passionate about emerging technologies and the place at which design and technology intersect.

## Education

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**The Coding Bootcamp at UT Austin** | Full Stack Web Development Certification 2019

**Louisiana State University** | Bachelor of Architecture 2013 | Minor of Digital Media Arts

**Doshisha University** | Kyoto, Japan | Japanese Cultural Studies Program 2013

## Professional Experience

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**Frog Design** | Design Technologist | Austin, TX (June 2019 - Present)

Work with developers and designers to deliver front-end and full-stack web applications. Responsibilities are focused on translating prototypes into clean front-end code while preserving visual and interaction design intent.

**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 Designer** | (November 2016 - June 2019)

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, rendering, keyframing, and rotoscoping.

## Development Tools

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JavaScript, HTML, CSS, Vue.js, React, Storybook, Responsive Design, jQuery, Typescript, Node.js, Express, MySQL, MongoDB, Github

## Design Tools

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Cinema 4D, Maya, VR Rendering, Google Sketchup, AutoCAD, Unity, Photoshop, Illustrator, InDesign, Figma, Sketch, Zeplin, After Effects, Final Cut, Avid, Nuke