BRUCE DRUMMOND

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EDUCATION

Parsons The New School for Design   08/2008 – 05/2010
Master of Fine Arts – Design and Technology (with Honors)

Symbiosis Institute of Business Management   06/1999 – 05/2000
Post Graduate Diploma in Advertising & Public Relations Management

University of Allahabad   06/1996 – 05/1999
Bachelor of Commerce

WORK

ustwo   07/2016 – Present
Developer
Full-stack web and AR/VR development for internal initiatives and client projects such as SSENSE.
Working with JavaScript, Node, Express, Vue, CSS, SCSS, HTML, Unity, C#, ARKit.

Potion Design   01/2013 – 06/2016
Senior Software Developer, Software Developer
Developed and lead development of award-winning physical, web and mobile experiences of all sizes, for clients such as Yale University Press, National Museum of Natural History, Ohio State University-Wexner Medical Center, The Richard Avedon Foundation, Brooklyn Historical Society and Solid Waste Authority of Palm Beach County. Worked with varied technologies and hardware such as Cinder, C++, Unity, C#, Objective-C, Node, Wordpress, LAMP, LEMP, Python, Audio and Video hardware, DMX lighting, projectors, touch screens, Kinect, Leap Motion, Oculus, Eye Tribe, SMI Vision.

Big Spaceship   07/2011 – 12/2012
Technologist
Full-stack web development and iOS development for internal products and clients such as Shake Shack, Chobani, Hewlett-Packard and Google. Worked with Wordpress, LAMP, Javascript, HTML, CSS, SCSS, LESS, CodeIgniter, Raphael JS, Objective-C.

Aviary, Inc.   10/2010 – 06/2011
Software Engineer
Developed and maintained Aviary's legacy, free, online audio editing and creation suite in ActionScript, Flash and Flex. Ported early versions of the web photo API to Python, PHP and Ruby.

Freelance Designer and Developer   05/2010 – 03/2011
Full-stack development and web design for clients such as Banana Design Lab, Fly Communications and Parsons the New School for Design. Worked with ActionScript, PHP, LAMP, JavaScript, HTML, CSS and Wordpress.

Parsons the New School for Design   08/2010 – 12/2010
Part-Time Faculty: Creativity and Computation
Taught MFA Design and Technology students programming concepts through Processing, openFrameworks, C++, Arduino, hardware and sensors, with a focus on creating art with code.

Teaching Assistant: Creativity and Computation Lab   08/2009 – 12/2009

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Taught MFA Design and Technology students basics of PHP, MySQL, Javascript, HTML, CSS, Wordpress and Processing.

Bootcamp 2009: Code (Bootcamp is a 3-week, intensive, summer course)   07/2009 – 08/2009
Taught incoming MFA Design and Technology students programming concepts through Processing.

Graduate Research Assistant   08/2008 – 05/2010
Designed and developed web experiences and mobile games for research projects. Worked with ActionScript, Python, PHP, Javascript, HTML, CSS, Wordpress and Drupal.

ActivElement Software Pvt. Ltd.   02/2006 – 12/2007
Project Manager
Managed client relationships, projects and a small team; designed and developed print marketing collateral, web animations and web experiences using Photoshop, Illustrator, InDesign, ActionScript, HTML, CSS.

Aptara (Maximize Learning & Techbooks)   05/2004 – 01/2006
Associate Art Design Manager, Senior Graphic Designer
Managed client relationships, projects and a small design team; designed graphics, animations and interfaces for browser-based learning experiences for Fortune 500 clients. Worked with Photoshop and Flash.

Decibels Design Studio Pvt. Ltd.   03/2003 – 01/2004
Art Director
Designed logos, marketing collateral, advertising and branding campaigns using Photoshop and Illustrator.

Tripmedia Pvt. Ltd.   01/2002 – 12/2002
Graphic Designer
Designed and developed CD-ROM learning experiences using Flash and ActionScript.

Vintage Cards & Creations Ltd.   01/2000 – 08/2001
Visualizer (Graphic Designer)
Designed greetings cards, packaging, stationary and gift articles associated with the Hallmark brand.

PUBLIC SPEAKING, LIVE PERFORMANCE AND EXHIBITIONS
2016: Speaker at Creative Tech Week, *Creative Technology in the Real-World, for the Real-World.*
2010: Demo at humanities + digital, MIT, *social sqncr (MFA thesis).*
2010: Exhibition and presentation at UCLA Art | Sci Center, *social sqncr (MFA thesis).*
2008-2015: Collaborated on live audiovisual performances with various bands and musicians.

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SKILLS AND EXPERIENCE
Applications: Atom, Sublime Text, Xcode, Visual Studio, Sketch, Photoshop, Illustrator, Resolume, Logic Pro X, InDesign, Flash, After Effects, Premiere, Maya.

Programming: C++ (Cinder, openFrameworks), GLSL, OpenGL, Unity/C#, Python, Javascript (Node.js, Vue.js, jQuery, Backbone, Raphael, EaselJS), PHP, HTML, CSS (SCSS, Compass, Foundation, Bootstrap, LESS), MySQL, MongoDB, SQLite, XML, JSON, CLI, Git, Automation (webpack, Gulp, Grunt), LAMP/LEMP, OSX, Ubuntu, Windows, OSC, MIDI, DMX, ActionScript, Processing, Arduino, Wordpress, iOS, Daydream, ARKit, Oculus Rift, The Eye Tribe, Sixense, LeapMotion, SMI Vision, Kinect, A/V hardware, projectors, touch screen technology.

AWARDS, RECOGNITION AND PRESS
Communication Arts Awards, Spark Awards, Tomorrow Awards, Webby Awards, SXSW, W3 Awards, Golden Award of Montreux, Adobe Design Achievement Awards, Open Society Institute's (OSI) & Parsons CDT Summer Fellowship, World Wide Web Awards, Make:, Wall Street Journal, NY Times, Brooklyn News, Brooklyn Daily Eagle, The Huffington Post, CreativeApplications, boingboing, visual complexity, information aesthetics.