

# 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

## EXPERIENCE

**ustwo** 07/2016 – Present  
*Developer*

Full-stack web and AR/VR development for internal initiatives and client projects such as SSENSE and Facebook. Working with JavaScript, Node, Express, Vue, Angular, React, Gatsby, CSS, SCSS, HTML, Contentful, 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, Codelgniter, Raphael JS, Objective-C, Flash, ActionScript.

**Aviary, Inc.** 10/2010 – 06/2011  
*Software Engineer*

Developed and maintained Aviary's legacy, free, online audio editing and creation suite built with 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.

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*Teaching Assistant: Creativity and Computation Lab* 08/2009 – 12/2009  
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 (VJing) with various bands and musicians.

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## SKILLS

**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, Angular, React, 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, Sixsense, 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, beingboing, visual complexity, information aesthetics.