



ian patrick ashenbremer

citizen of earth

over 15 years of experience in the dark arts of monetized creativity. i want to make pretty things that communicate telepathically. and solve impossible puzzles. every day.

education

bfa fine art and film

university of new orleans

1996-2001

skills

creative direction

visual design

motion design

art direction

digital design

user experience

other such things

let's talk

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things i've been paid to do

directv 2016-now

creative director

responsibilities: creative direction, product development, user experience and user interface design, digital strategy.

bonfire labs 2013-2016

creative director

responsibilities: creative direction, art direction, visual design, live-action and animation direction, ux/ui and university-level course design.

gyro 2011-2013

senior art director

responsibilities: creative direction, art direction, digital strategy, brand development, id/online/print design, ui/ux, broadcast direction, photography, production and post-production.

duncan/channon 2009-2011

creative techologist

responsibilities: identifying digital opportunities and the best use of emerging technology across entire client base, digital strategy, interactive art direction and design, ux/ui, motion design and broadcast direction/editing.

grey san francisco 2006-2009

interactive art director

responsibilities: interactive art direction, flash/html/css design and development, broadcast art direction, cinematography, motion design and editing, brand identity and print on rare occasions.