



## 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

### **something massive** 2017-now

#### **associate creative director**

responsibilities: creative direction, social media strategy and execution, overall design strategy, user experience and user interface design.

### **directv digital innovation lab** 2016-2017

#### **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.