

IRENA ROMENDIK

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2424 Kings Highway, apt. 5D, Brooklyn, NY 11229

OBJECTIVE: Interaction design and multimedia

EDUCATION:

MPS in Interactive Telecommunications, NYU, Tisch School of the Arts, New York, NY (2004)

BFA in Computer Graphics, PRATT Institute, Brooklyn, NY(2000)

Associate in Painting, Republican Art School, Kiev, Ukraine (1991)

SKILLS:

- **Computer languages:** Ada, C, Java, Java Script, HTML, XHTML, MySQL, XML, CSS, ActionScript 1&2, Lingo, Processing, Max Script, Virtools, Cult 3-D, Max/MSP/Jitter
- **Programming software:** Microsoft Visual Studio, Text Pad, Eclipse, Processing, GNU Compilers, Cygwin, C Builder, CodWarier, Director, Flash, Sepy, Dreamweaver, Cult 3-D, Virtools, EyesWeb, VideoScript
- **FTP Tools:** WS_FTP, FTP Voyager
- **Database software:** Museum System, MySQL Server, Excel
- **Image editing software:** Photoshop, Painter, Fireworks, different morphing software
- **Vector graphics and publishing software:** Adobe Illustrator, CorelDraw, Freehand, QuarkXPress, Fontographer
- **Video and Sound editing software:** Adobe Premier, Aftereffects, Robotfunk Flowmotion, Resolume, Elektronika, visualJockey, Video Man Capturer, CleanerEZ5, Sound edit 16, SoundForge, ACID Pro
- **3-D software:** LightWaive, 3-D Studio Max, Ryno, Canoma
- Classical painting and graphics, design, print production / Digital and traditional children's books design and Illustrations / Animation: modeling of characters, motion, story boards, in-betweens, video editing, stop motion animation, portfolio development

PROFESSIONAL HIGHLIGHTS:

Multimedia Developer:

- Designed user interaction for interactive games, various web-sites and business-to-business presentations
- Defined psychological preferences, key words and aesthetical patterns of target audience and created design concepts or redesigned existing elements and integrated them for a new concept
- Developed fill and look, interface design, color chem., user interaction design of the prospective product according to the concept
- Created manual and digital elements of design, such as logo and corporate identity, drawing, drafts, photographs, video, sound, watercolor illustrations, character design, 3-D models, etc.
- Edited listed above elements digitally or manually according to the concept utilizing different software, suitable for specific project
- Produced the final product combining all relevant elements utilizing programming or publishing tools

- Conducted and supervised postproduction process, consulted client towards promotion of the product
- Developed 9 small-scaled web-based games for RUMPUS.com

Programmer:

- Designed and programmed web-based small games, interactive CD-ROMs, web-sites, multimedia presentations, real time multimedia performances utilizing C, Java, Java Script, HTML, Flash ActionScript, Lingo/3-D Lingo, Processing, Max Script, Virtools, Cult 3-D, Max/MSP/Jitter and various programming software

Layout Designer: publishing and Illustrations:

- Created original design for books, CD covers, posters, product design, packaging, catalogs, brochures, business cards, logos and technical illustrations, supervised choosing materials process, technical drawing, story boards and backgrounds for animation
- Set up and implemented guidelines for product creation according to defined target preferences and adequately interpreted theoretical rules
- Created manual and digital elements of design, such as logo and corporate identity, drawing, drafts, charts, photographs, watercolors and character design, collaborated with editors, clients and technical advisors changing nuances according to their technical needs
- Assembled all relevant elements into the final product and supervised the production process, collaborating with publishing companies

EXPERIENCE:

2000 – present	Freelance Designer, Illustrator , StraightEdge Publishing, Brooklyn, NY
10/2004 – 12/2004	Freelance Illustrator , The Floating Gallery, New York, NY
2004 – present	Freelance Multimedia Developer , Double Yolks, New York, NY
2002 – present	Freelance Graphic Designer , Psych-o-Path Records, New York
12/2002 -- 02/2003	Freelance Multimedia Developer , NYIT, Old Westbury, NY
2002 – present	Freelance Multimedia Developer , Studio Mobile, New York, NY
06/2002 – 12/2002	Freelance Programmer , Royal Promotions, New York, NY
2000 – 2002	Freelance Programmer, Illustrator , RL Migdal Interactive Multimedia, Brooklyn, NY
2001 – 2002	Collection Assistant , Brooklyn Children's Museum, Brooklyn, NY
09/2000 – 12/2000	Freelance Animator , Ink Tank Animation Studio, New York, NY
03/2000 – 08/2000	Game Designer , RUMPUS.com, New York, NY
09/1996 – 12/1999	Librarian Assistant , Pratt Institute Library, Brooklyn, NY
05/1999 – 09/1999	Animator , Magnet Pictures, New York, NY
02/1994 – 08/1994	Freelance Painter , Creative Alternatives, Brooklyn, NY
01/1992 – 02/1994	Designer , "Diskaero" Design Co., Kiev, Ukraine
01/1991 – 12/1992	Stage and Costume Designer , "Pintele" Jewish Children Musical Theater, Kiev, Ukraine
01/1989 – 12/1991	Artist , Department of Archaeological Expeditions of Ministry of Culture, Kiev, Ukraine

ACHIVEMENTS:

- Participated in over than 10 individual and group shows
- Created backgrounds for Cindy Crawford promotional video while working in Magnet Pictures
- Illustrator of 12 children books (ISBN numbers and significant number of reviews are available upon request)
- Cover design of 4 CDs, and illustrations for two interactive CD-ROMs
- Business-to-business presentations for Calvin Klein as a programmer of Royal Promotion Group

PORTFOLIO, PUBLICATIONS, REVIEWS AND REFERENCES ARE AVAILABLE UPON REQUEST

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