

► e. carl@okaybeta.com  
w. www.okaybeta.com  
t. 215.498.0224

► **Carl Bender**  
1320 Page St. Apt. 1  
San Francisco, CA 94117



**education** ▶

**Master of Fine Arts** in Graphic Design  
Graduated Magna cum Laude  
Academy of Art University, San Francisco, CA  
9/2006–5/2009

**Bachelor of Arts** in Multimedia Communications  
Minor in Graphic Design  
Goshen College, Goshen, IN  
8/1998–5/2002

**skills** ▶

**Design:** In-Design, Illustrator, Photoshop, Fireworks, Flash  
**Video:** Final Cut Pro, Premier, After Effects  
**Audio:** Reactor, Absynth, Sound Forge, Sound Booth  
**Programming:** HTML 5, CSS, JavaScript, Actionscript

**experience** ▶

**Art Director** · I Shot Him · San Francisco, CA · 6/2008–Present  
Design and implement both print and interactive work that has a positive social impact. Provide design and project direction within a small team and interface with the client from first phone call to final deliverable.

**Senior Designer** · Tuft + Co · San Francisco, CA · 11/2007–5/2008  
Concepted, designed and implemented interactive and broadcast work while working closely with a creative director, project manager and programmers. Clients included Adobe and Time Warner Cable.

**Design Intern** · ATTIK · San Francisco, CA · 6/2007–9/2007  
Worked with both print and interactive design teams on various projects for Boost Mobile, Toyota, Scion and others.

**Freelance Designer** · OkayBeta · San Francisco, CA · 7/2004–5/2007  
Managed and developed print and interactive campaigns for a handful of bands and record labels nationwide.

**Senior Designer** · LightSky · Philadelphia, PA · 5/2000–9/2006  
Designed and implemented websites and online applications for businesses, arts and education related organizations and non-profits, while working closely with a creative director, project managers and programmers. Clients included General Electric, Smuckers, Cartoon Network, Ten Thousand Villages, GM and Notre Dame.

**recent accolades** ▶

- 2010 - 2011**
- SFpark app story on the front page of *The New York Times*, May 2011
  - National Magazine Award Finalist for work in *SF Magazine*, May 2011
  - Work published in *CMYK Magazine* #46, April 2010
  - 5 pieces published in *Gallery Magazine*, Vol. 5, March 2010
  - 3 pieces published in *HOW Magazine's* International Issue, March 2010
  - 5 pieces published in *Design & Design Book of The Year*, January 2010

- 2009 - 2008**
- AIGA *Cause & Effect* Award Winner for Quake Quiz
  - AIGA Enrichment Scholarship Recipient
  - AIGA Rick Tharp Scholarship Recipient
  - Boisset Family Vineyards Award for Design Excellence
  - Semifinalist in Print Communication, Adobe Design Achievement Awards
  - W3 Gold winner for work done on Adobe RIA showcase and Tuft + Co.
  - Published in Comm Arts Interactive Design Annual # 5, June 2009
  - Published in HOW's International Design Issue, March 2009