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▶ **Carl Bender**
1901 Turk St. #2
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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, Dreamweaver
Audio: Reactor, Absynth, Sound Forge, Sound Booth, Fruity Loops
Other: Cinema 4D, Final Cut Pro, Premier, After Effects
Programming: HTML, CSS, XML, jQuery, JavaScript, Actionscript

experience ▶

Senior Designer · I Shot Him · San Francisco, CA · 6/2008–Present
Conceive of, design and implement both print and interactive work that strives to change hearts, minds and habits.

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

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

Freelance Designer · OkayBeta · San Francisco, CA · 7/2004–5/2007
Managed and developed print and interactive campaigns designing albums, posters, apparel and websites for a handful of musicians and record labels.

Interactive 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 have included General Electric, Smuckers and Cartoon Network, Ten Thousand Villages, GM, and Notre Dame.

Production Assistant · GC Television · Goshen, IN · 1/2000–5/2000
Worked with a team of production staff to write, film and edit weekly television spots for Goshen College.

recent awards ▶

2010:

- Work published in CMYK Magazine #46, April 2010
- 5 pieces published in Gallery Magazine, Vol. 5, March 2010
- 3 pieces published in HOW's International Design Issue, March 2010
- 5 works published in "Design & Design Book of The Year", January 2010

2009–08:

- 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