



Ryan Grant Brownhill

motion - design - interactive

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EXPERIENCE

- July 2014 - Present
IBM Watson Visioneering
User Experience / Motion Designer
Designing future experiences for IBM Watson. Currently I am in charge of creating the brand principles and guidelines for motion within IBM Watson & IBM Design.
- Summer 2013
MICROSOFT
User Experience Design Intern
Created various user interfaces from wireframes to animated pre-visualizations to be handed off to developers.
- January - March 2013
HEWLETT-PACKARD
Collaborative Sponsored Class
Led a multidisciplinary design team as Creative Director on an NDA regulated project.
- 2011 - present
RGB DESIGNS
Freelance Designer
Designed and animated for projects from concept to final delivery with a diverse set of clients
- November 2012
FORMULA ONE - GRAND PRIX
Phantom Technician
Filmed Formula One Racers, alongside the director of photography on the Phantom HD Gold.
- December 2012
LEO BURNETT/ARC WORLDWIDE
Creative Technology Freelance
Designed and animated pre-visualizations for interactive advertisements.
- Summer 2012
LEO BURNETT/ARC WORLDWIDE
Creative Technology Intern
Created interfaces and assets with a group of interactive designers and developers for a variety of mediums, including a large touch screen wall.
- Summer 2012
Klip Collective / Monogram
Designer & Animator Intern
Designed and animated projections within the NYC New Balance store, and designed and produced the visuals behind the cash register.

EDUCATION

- 2014
MOTION MEDIA DESIGN - B.F.A.
Focus in Interaction Design
Savannah College of Art and Design
- 2011
PHANTOM CAMERA
CERTIFICATION COURSE
High-speed Camera Operation
AbelCine

PROFESSIONAL SKILLS

| | average | good | skilled |
|-------------------------|----------|----------|----------|
| Motion Design | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Graphic Design | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Interface Design | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Service Design | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Industrial Design | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Adobe Master Collection | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Cinema 4D | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Rapid Prototyping | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| CSS/HTML | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Javascript | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |

AWARDS & HONORS

- 2010 - present
- SCAD Dean's List
 - SCAD Artistic & Academic Scholarship
- 2013
- Best in Show & Gold Student ADDY for "Scarlet XII"
 - Gold SCADDY for On-Screen Graphics, "Scarlet XII"
 - Silver SCADDY for TV Commercial, "Scarlet XII"
 - Silver SCADDY for Collaboration, "Rouge - A Fashion Collective"
- 2012
- Silver SCADDY award for On-Screen Graphics, "CoMotion 2011 Titles"
 - Gold Regional ADDY award for Out-Of-Home, "University of Texas - UT Tower"
 - Gold Regional ADDY for Sale Promotion, "New Balance 'NYC Experience' Store"
- 2011
- "Structured Type" published in *Moving Graphics - new directions in motion design*