

# Ivan Ivanov

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## Short Bio

Ivan has been an influential contributor to the global CG art community since his teenage years. At the age of Seventeen he was awarded a renowned scholarship to attend the The Art Institute of California – San Francisco with focus on Media Arts & Animation.

While soaking the energy of the vibrant San Francisco arts community Ivan joined one of the many globally influential creative teams at Autodesk Inc, San Francisco.

Upon his return to Eastern Europe, Ivan served as the art director for the software startup company STS Soft SC, providing cutting edge solutions for today's most challenging data problems. It was there that Ivan gained the corporate design production experience that converged with his passion for technology, and in little time, he found himself working on the user experience and interface design of small screens.

Since Ivan left the data startup environment he has helped a number of idea driven startups find their visual identity and communicate their mission to the global digital community. That was the time, when Ivan joined the board of the New York City based web and mobile developer – J28 LLC to support the outsourcing management and design production processes.

Despite Ivan's full time obsession with staying on top of the advancements in the worlds of art and technology, he can be often found snowboarding untouched powder in European mountains.

## Education

Art Institute of California – San Francisco

Bachelor of Science degree in Media Arts & Animation, 2005 – 2009

## Experience

### **Product Designer, Founder at Fragmental**

*April 2016 – Present*

• Prototyping • User Experience • Design • Product Design • Project Management

“We are a creative team of programmers and designers combining vision, technology and business understanding to help ambitious leaders define their brand strategies, customers' experience and product presentation.”

### **UI/UX, VP Operations at J28 LLC**

*March 2014 – Present*

• Software Design • Prototyping • Design Production • Operations

“Appoint Digital (formerly J28) is an experience design and development studio based in New York City and Plovdiv, Bulgaria. We help people and organizations realize their true potential by imagining, creating, and delivering elegant, meaningful, and contemporary communication tools.”

### **Art Director at STS Soft SC**

*January 2010 – February 2012*

• Design • Visual Design • Branding

“Big Data Solutions STS Soft provides cutting edge solutions for BigData applications. Our STSdb database provides 100x performance increase in data processing and indexing.”

### **3D Artist at Screen Brothers – Bulgarian National Television Service**

*February 2007 – February 2008*

Created 3D content used in commercials broadcasted on several Bulgarian National Television.

### **3D Artist at Autodesk Inc**

*June 2006 – April 2007*

Produced visual content at the Autodesk Creative Team in San Francisco, CA.

### **3D Artist, Freelance at Turbosquid Inc**

*September 2005 – Present*

• Concept • Modeling • Texturing • Rendering • Product Management

Diamond level, SquidGuild, top rated 3D seller at the largest library of 3D products for sale in the world. Delivering professional 3D content for industries such as Advertising, Animation, Architecture, Education, Engineering, Film Production, Industrial Design, Interior Design, Product Design, TV Production, Video Games.

## **Recommendations**

*“Ivan was a pleasure to work with at Autodesk, very professional and easy to work with. He’s very innovative and completes the work not only on time but over and above expectations. I would recommend him anytime.”*

### **Kimberly Johnson, Creative Director, UEVision, Inc.**

worked with Ivan at Autodesk

*“Ivan is fair and realistic while retaining the high standards of team needs. He is absolutely a people person; has great interpersonal skills, and has always created a friendly atmosphere while welcoming anyone who sought advice in his expertise. I hope to work with him again in the future.”*

### **Chris Kelly, Instructor, Art Institute**

taught Ivan at Art Institute of California – San Francisco

*“Ivan is an extremely talented 3D artist who’s talent grows by the day. He was eager to get the job done and willing to work with the team and we created a great final project!”*

### **Brian Hess, Art Director, TinyCo**

studied with Ivan at Art Institute of California – San Francisco

*“I spent a summer interning for Autodesk in 2006, and Ivan sat in the cubicle next to me. He was always impressing his nearby supervisors with his work ethic and his ability to use his technical 3D skills to produce real-world solutions. He was also a pleasure to work with, being very personable and always coming in with a smile on his face. I hope our paths cross in the future!”*

### **Matthew Chin, Digital Media Planner, Universal Mccann**

worked with Ivan at Autodesk