

STEFAN BELAVY

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1965 PAGE ST, #206
SAN FRANCISCO, CA
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OBJECTIVE

To apply my newly acquired skillset across a series of diverse design challenges. I see design as a lifestyle, a sensitive balance of inquiry & inspiration. It creates value: to the client, the audience, to business and culture.

EXPERIENCE

AUG 07 : NOW

AKQA

Associate Motion Designer. San Francisco, CA

As a junior motion designer, I assist the Art Directors and Motion Team on a variety of tasks in the production pipeline. Current projects include work for Nike and Xbox. Skillsets I've developed since my time here include rotoscoping, and matchmoving, along with particle system animations.

SEP 02 : DEC 05

Electronic Gaming Monthly

Associate Art Director. San Francisco, CA

As part of a two person design team, I learned the art of balancing speed with precision, innovation with output. I helped define a new look for EGM during a redesign phase three years ago. Day to day, I enjoyed art directing and networking with talented illustrators and photographers from around the world.

JAN 01 : JUN 02

Wired magazine

Graphic designer. San Francisco, CA

Responsible for layout of regular sections within the magazine. Participated in ideation and design sessions among the design and edit team.

NOV 99 : OCT 00

Frogdesign

New Media designer. Level 01. San Francisco, CA

Worked on a variety of projects under the guidance of a senior designer. These projects included a website for a sports portal and an interface for a web tablet.

APR 98 : AUG 98

Wired magazine

Design intern. San Francisco, CA

My introduction to magazine and professional design. Assisted the design department. Maintained the "wall," cutting out and hanging up layouts, arranged according to a layout floor plan, for all staff to see.

JUL 98 : AUG 98

OM records

Design intern. San Francisco, CA

Logos and flyer work for this esteemed music label.

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TECHNOLOGY

2D GRAPHICS
PHOTOSHOP,
ILLUSTRATOR

3D GRAPHICS
CINEMA 4D

MOTION
AFTER EFFECTS,
COLOR
FINAL CUT,
SNAPZ PRO

AUDIO
PROTOOLS,
BIAS PEAK,
ACID

PRINT
QUARK EXPRESS,
INDESIGN,
DISTILLER,
ACROBAT

WEB
DREAMWEAVER
FLASH

PROJ MGMT
BASECAMP

MAY 06 : APR 07

EDUCATION

Vancouver Film School
Vancouver, BC, Canada

Digital Design diploma, with Honors.
Major focus on motion graphics. Additional training
in interaction, branding and project management.

SEP 96 : MAY 99

Emily Carr Institute of Art
Vancouver, BC, Canada

Bachelor of Design in Communication Design.
Focus in digital design.

SEP 94 : MAY 96

University of Calgary
Calgary, Alberta, Canada

Two year stint in the Fine Arts program.
Painting, printmaking and art history classes.

ONLINE PORTFOLIO

www.technosoul.com

My online portfolio, featuring professional and
student work across a variety of disciplines —
print, motion, interactive and branding.

INTERESTS

Track Bicycles. Fixed gear culture.

Film. World film, experimental and indie

Vinyl. Jamaican dub, roots reggae, soul 45's,
jazz fusion, northern soul, and ambient.

Thought. Guy Debord to Kodwo Eshun.

Design. Robert Brownjohn to Edward de Bono.

REFERENCES

Available upon request