

# BRENDAN BAILEY

631.514.5566 • PinballBrendan@gmail.com • www.BrendanBailey.net

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## Objective

Position that combines my abilities in digital art and music with my passion for coin operated games to create cutting edge gaming machines.

## Education

Hofstra University, Hempstead NY. Bachelor of Arts in Design, Summa Cum Laude

May 2010

## Awards and Honors

Eagle Scout Award, Boy Scouts of America

2006

Freshmen Book Award, Hofstra University, Hempstead NY

2007

Dean's and Provost's List, Hofstra University, Hempstead NY

2006 - 2009

## Software Knowledge

- Adobe Photoshop
- Adobe After Effects
- Audacity Sound Editor
- Adobe Illustrator
- Adobe Director
- SiteGrinder 2
- Adobe InDesign
- Renoise Pro Music Tracker
- Future Pinball

## Experience

**Voice Over Artist and Media Consultant**, *Accountant's World*, Hauppauge NY

April 2010 - Present

- Recorded narration voice overs for sales presentations and software training videos.
- Provided other audio related tasks, such as creation of background music loops.

**Game Designer**, *Center for Technological Literacy*, Hofstra University, Hempstead NY

May 2009 - December 2009

- Worked in a two man team responsible for creating the concept, graphics and sound for educational computer games to accompany online lessons.
- Frequently corresponded with educators to ensure that the games properly reflected the lessons being taught.
- Also created other graphics and logos for the Center of Technological Literacy.

**Game Designer**, *Nanotech Entertainment*, <http://www.nanotechent.com>

2005 - 2008

- Independently designed and developed 4 computer based pinball machines.
- Created the layout, graphic design, and programming for each game, in addition to composing original background music when necessary.
- Signed a licensing contract with Nanotech Entertainment that permitted the use of the 4 tables in their "Multi-Pin" product (featured in the 2009 *Hammacher Schlemmer* holiday catalog).

**Multimedia Artist**, *Hofstra University Engineering Department*, Hempstead NY

June 2008 – June 2009

- Created motion graphics for use in the course "Designing the Human Made World".
- Provided voice overs and original music to accompany lectures.
- Designed curriculum features and presentations related to the course based on popular themes such as The Price is Right and classic arcade games.

**Music Composer**, *Hofstra University's Department of Drama & Dance*, Hempstead NY

2007 – 2008

- Created the complete sound design, including original music for Hofstra Drama Department's Spring 2008 production of *The Skin of Our Teeth*.
- Underscored student productions of *Equus*, *The Pillowman*, and *Angels in America*.

**Contributing Editor**, *Gameroom Magazine*, <http://www.gameroommagazine.com/>

November 2003 – May 2006

- Conducted interviews with coin operated industry celebrities such as sound designers Brian Schmidt and Chris Granner, as well as pinball game designer Pat Lawlor.
- Reviewed various books and software related to the coin operated machine hobby, specifically related to pinball machines.