

KONSTANTIN BRAZHNIK

Creative Direction. Seasoned Leadership.

OBJECTIVE

With a wide breadth of multimedia experience, I bring a 360 degree perspective to every project while inspiring and motivating my teammates to deliver their best work. I would like to lead a team of rockstar engineers, artists, businessmen, and general visionaries in creating revolutionary technical products that challenge the perception of what is possible.

SUMMARY



Spoken
Language
Proficiencies



Years Client
Service
Experience



Years Web
Development
Experience



Years Video
Production
Experience

SKILLS

Client Relations ●●●●●

Leadership ●●●●●

Video/Film Production ●●●●●

Teamwork ●●●●●

Branding ●●●●●

Animation ●●●●●

Presentations/Pitches ●●●●●

LAMP Stack ●●●●●

Graphic Design ●●●●●

Copy Writing ●●●●●

HTML/CSS/JavaScript ●●●●●

AWS/Cloud Admin ●●●

EXPERIENCE

JAN 2015 - NOW **Founder**

Konstantin Solutions Founder of interactive design consultancy that helps public-service organizations multiply their impact by leveraging technology and storytelling.

JAN 2015 — SEP 2015 **Creative Director and Lead Developer**

501 Auctions
Richmond, VA
501auctions.com

Seamlessly assumed leadership of product development and brand management of a SAAS service that administers electronic charity auctions and event registration for hundreds of non-profit organizations across the U.S. including the Wounded Warrior Project and the American Cancer Society.

- Released features for a live SAAS platform with 100,000+ active users
- Successfully executed largest company data migration to a new database architecture that improved data fidelity for 600+ non-profit customers
- Conducted brand update that modernized the company's online image
- Designed updated business cards, pamphlets, and trade show materials that garnered repeated acclaim from new and existing clients
- Designed and developed a cutting-edge marketing website that greatly improved lead generation and search engine rankings
- Implemented efficient customer service and tech support workflow solutions that enabled rapid scalability for a company that doubled in size in 6 months

AUG 2012 — JAN 2015 **Founding Partner, Creative Director, and Lead Developer**

Sabra Design
Washington, D.C.
sabradesign.me

Built a premiere D.C. boutique design agency from scratch to \$250k+ in yearly revenue and consistent 5-star service reviews

- Wrote and directed motion infographics for Fortune 500 brands including Olay, Secret Deodorant, and Pampers
- Built custom web applications for non-profit organizations
- Delivered comprehensive branding solutions to dozens of D.C. businesses
- Developed custom and impactful marketing websites for local businesses
- Administered business including payroll, benefits packages, business accounting, and legal contracts
- Implemented custom workflow solutions to enable seamless communication with dozens of end clients and freelance collaborators

AUG 2009 — FEB 2011 **Multimedia Director, Graphic Designer, and Motion Graphics Designer**

One Step Productions
Los Angeles, CA

Single-handedly delivered full capability design and development services for an interactive production company.

- Developed and maintained company blog and other project-specific websites
- Designed and created custom motion graphics for company webisodes and web-based animations
- Technically produced and executed weekly live music webcast via LiveStream

JAN 2009 — JUL 2009 **Senior AVID Technician**

**University of Southern
California School of
Cinematic Arts**
Los Angeles, CA

Managed tech support for the world's largest and most advanced student post-production facility for film students using AVID, ProTools, and Final Cut Studio at the #1 film school in the world.

- Provided one-on-one customer service and troubleshooting
- Taught short courses on post-production software
- Implemented a system for communicating computer malfunctions between many concerned parties that is still in use

AUG 2007 — MAY 2008 **Web Video Content Producer**

**The University of
Virginia Magazine**
Charlottesville, VA

Produced video content for the Alumni centered magazine that both stood alone and complemented print features.

- Brainstormed, pitched, and wrote multiple concepts with team of editors
- Organized, shot, and edited the most viewed web video content on the magazine website
- Designed and created custom branded motion graphics

AWARDS

MAY 2007 — MAY 2008 **UVa Aunspaugh Fellowship in Film and Video**

University of Virginia
Charlottesville, VA

Sole recipient of the 2007 Aunspaugh Fellowship in Film and Video Production. Taught classes in film production while executing films including dozens of undergraduate and graduate students majoring in film production, media studies, theater, and music.

OTHER LEADERSHIP EXPERIENCE

AUG 2011 — OCT 2012 **QA and Audio Producer**

**“Nevermind”
Video Game**
Los Angeles, CA
nevermindgame.com

- Conducted usability testing and delivered quantitative and qualitative analysis to the development and design teams
- Recruited and managed a team of sound designers and composers to create an immersive audiovisual experience including a dynamic score system
- Created project website that was instrumental in a successful fundraising campaign through Kickstarter

AUG 2011 — JUN 2012 **Producer and Lead Developer**

**“Seymour Deeply”
Video Game**
Los Angeles, CA
seymourdeeply.com

- Lead a team of 12 developers to build a proof of concept and first two levels of a Kinect-enabled, stereoscopic video game.
- Managed artists to create engaging visuals and cut scenes
 - Programmed weather environments optimized for stereoscopic graphics

DEC 2009 — MAY 2011 **Founder/President**

SCA Graduate Council
Los Angeles, CA

Founded and ran a school wide, interdepartmental graduate student organization that increased the educational and networking offerings.

EDUCATION

AUG 2008 — AUG 2012 **MFA in Cinema and Television Production**

**USC School of
Cinematic Arts**
Los Angeles, CA

Received graduate degree from the #1 film school in the world. Produced, directed, and/or designed over a dozen films and games in 4 years. Established a student advocacy organization that expanded cross-departmental collaboration and industry networking opportunities.

JAN 2003 — MAY 2007 **B.A. in Physics, Studio Arts, and Mathematics**

University of Virginia
Charlottesville, VA

Graduated with a 3.5 GPA from one of the top public universities in the USA. Built and supported a community of undergraduate filmmakers while fulfilling requirements for a double major in Physics and Studio Arts.