

Alyssa Roman-Yuengert

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Summary

eLearning and Multimedia Designer/Specialist Contractor able to create high quality graphics and images, clear and descriptive audio, and video. Able to work in small development teams. Able to remediate eLearning content to meet Section 508 compliance. Able to pursue independent consultant work and maintain a consistent client base.

Education

Computer Game Design, BFA (George Mason University) – May 2017

Minor(s), Graphic Design and Music & Technology

Honors College and Dean's List 2012 - 2017 (GPA 3.96)

Technical Skills

- **508 Compliance** – JAWS / NVDA / Colour Contrast Analyser (CCA) / ANDI (Accessible Name & Description Inspector)
- **3D Art** – Autodesk 3D Studio Max
- **Sound Design** – Adobe Audition / Audacity
- **Graphic Art** – Adobe Creative Cloud (Photoshop / Adobe InDesign / Adobe Illustrator / Adobe After Effects / Adobe Premiere)
- **Office Suite** – SharePoint / Microsoft Office Professional 365
- **eLearning** – Articulate 360 (Storyline, Rise, and Review 360) / Adobe Captivate 2019, Adobe Captivate Classic, and Adobe Captivate 2023

Certificates

- DHS Trusted Tester – Issued February 6th, 2024
- Adobe Certified Professional for Adobe Captivate - Issued August 19, 2024

Memberships

- Phi Kappa Phi Honor Society Lifetime Member

Professional Experience

eLearning Developer

January 2020 – November 2024

Management Concepts., Tysons Corner, Virginia

Various Government Contracts for the Navy, FAA, FDA, HRSA, LOC, and NVTI

- Developed multi-hour, 508 compliant eLearning modules in Storyline 360 for various clients covering COTs topics from Management Concepts catalog.
- Remediated eLearning modules, videos, and documents for 508 compliance utilizing assistive technologies
- Developed microlearning video series for various clients in a blend of Vyond, live / stock footage, Adobe After Effects, Adobe Illustrator, Adobe Premiere, and Adobe Photoshop to create captivating videos on subjects within the Management Concepts COTs library in reference to the specific government entity.
- Recorded and edited audio of live voice actors for microlearning and promotional videos.

- Developed captions for internal marketing and client videos such as microlearning and explainer videos, as well as for live events/webinars.
- Created informational graphics for courseware and proposals that were 508 compliant.
- Collaborated and delegated work with outside contractors and consultants on joint contracts and ensured our products met client specifications in a timely manner.
- Steered a struggling contract in prime management role from a sub position, earning a SPOT award internally for the effort and improving client relations and delivering a product that met their needs.
- Created and edited storyboards and other instructional materials such as participant and instructor guides for vILT and ILT courses and was consulted on remediation needs for said materials.
- Researched technical solutions to issues experienced in Teams webinars, Adobe Connect, Storyline in regards to interacting with an LMS, etc.
- Developed compliancy internal documentation on how to do captions, best practices on Storyline, etc.

Multimedia/Graphic Artist

July 2017 – November 2019

Knowledge Management Inc., Quantico/Stafford, Virginia

United States Marine Corps, Marine Corps University/College of Distance Education and Training (CDET)/Digital Content Department (DCD)

- Participated in in-depth technical requirements and needs analysis reviews for training initiatives to ensure learning programs were targeted to end user needs.
- Developed templates and conducted editorial reviews for course analysis and review materials.
- Participated in the preliminary phases of video/audio production, including the project plan development to ensure timely and effective production.
- Created interactive, user-driven online training materials and animations to create an engaging, user friendly training experience.
- Developed assets for Level 2 Interactive Multimedia Instruction (IMI) courses for various military weapons systems and programs.
- Developed descriptive images with Adobe Photoshop to illustrate concepts for each course.
- Developed instructional course and marketing videos in Adobe After Effects to advertise the courses on MarineNet.
- Produced robust marketing posters and advertisements with Adobe InDesign.
- Rendered images and animated 3D models with 3DS Max and DAZ.
- Edited audio files with Adobe Audition for audio narration and sound effects.
- Developed Step Animations in Adobe Animate that describe different processes for using and maintaining the weapon (M240).
- Developed content, prototypes, and interactions as functional interactions to increase the effectiveness of the courseware in Articulate Storyline.
- Developed data management solutions to create a file structure and searchable asset library by tagging metadata to project files in Adobe Bridge.
- Created modular graphics for templates in PowerPoint for company contract proposals.

Independent Consultant - Graphic Designer

May 2017 – November 2024

National Blades Skating Team

Prince William County Skating Events

- Conducted customer conceptualization meetings to define customer needs, target audience, and brand identity.

- Established work schedule, completion dates, and any special requirements, i.e., design and technical assistance.
- Maintained consistent customer interaction in-person and via email to ensure needs were met and project status was communicated.
- Ensured quality of execution of final output through mock-ups, design checks and oversight over final output to deliver best product.
- Managed customer design constraints and budget limitations to create branded product lines and promotional materials (including, but not limited to shirts, pins, medal designs, posters, etc.)
- Designed raster / vector-based images to create illustrative and informative collateral.
- Created Illustrations in Photoshop, Paint Tool Sai, and Procreate.

Quality Assurance Tester

Aug 2016 – Dec 2016

Virginia Serious Games Institute (Internship)

Drone Simulation/Project Shards Online (MMO RPG)/Scriyb (Education Entertainment Website)

- Generated Daily Defect Reports in JIRA / Trello for verified bugs to the Game developers.
- Provided quality assurance via play testing, bug finding, recording, and writing bug reports evaluating the various simulations made in Unity and websites on resident company games and products.
- Assured patches, updates, new builds and shipped products were functional and operated as intended.
- Participated in Daily Defect Burndown Meeting on testing progress and status with the QA Lead. / Contributed to Defect Burndown Reports and velocity projects on testing progress and status with the QA Lead.
- Ran assigned test requests, verified bug fixes, and identified game issues (bugs).
- Assisted in assessing and escalating game issues and concerns with peers and to senior team members.
- Learned and become fluent in the rules of each game and applied the knowledge to testing.