

ALYSSA ROMAN

MULTIMEDIA DESIGNER/SPECIALIST

CONTACT EXPERIENCE

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ROMANARTIST.COM

MULTIMEDIA/GRAPHIC ARTIST
Knowledge Management Inc.

July 2017 – Nov 2019

Contractor in support of the Marine Corp University College of Distance Education and Training (CDET) Digital Content Department (DCD) developing and assessing eLearning content for the Marine Corps throughout each stage of the Interactive Multimedia Instruction (IMI) development process.

- Proofread content for early development documentation.
- Created the course prototype in Storyline for customer approval.
- Edited videos in After Effects and created images in Photoshop and Illustrator to illustrate vital points in the courseware.

EDUCATION

Computer Game Design (BFA)
George Mason University May 2017
Minors in Graphic Design and
Music & Technology
Honors College and Deans List
2012 – 2017 (GPA 3.96)

INDEPENDENT CONSULTANT – GRAPHIC DESIGNER

National Blades Skating Team

May 2017 – Present

Consistent collaboration with the coach of the local ice-skating team to create merchandise.

- Illustrated t-shirt, pin, and medal designs for the team in Photoshop, Illustrator, and Procreate.
- Edited video-montages for the team in After Effects, and team photos in Photoshop.

MEMBERSHIPS

Phi Kappa Phi Honor Society
Member of American Institute of
Graphic Arts – Washington D.C.

INDEPENDENT CONSULTANT – GRAPHIC DESIGNER

Fairfax Library Foundation

April 2017 – Dec 2017

Designed the advertisement campaign for the Fairfax Library Foundation's Winter 2017 Barnes & Noble Bookfair.

- Completed a competitive audit, a creative brief, and various mock-ups of the project.
- Illustrated the various graphics in Paint Tool Sai and Photoshop.
- Created a motion graphic for the event in After Effects.
- Created all print ephemera in InDesign with bleeds and crop marks.

SOFTWARE

Photoshop	● ● ● ● ●
Illustrator	● ● ● ● ●
InDesign	● ● ● ● ●
After Effects	● ● ● ● ○
Audition	● ● ● ● ○
3D Studio Max	● ● ● ● ○
PowerPoint	● ● ● ● ●
Word	● ● ● ● ●
Storyline	● ● ● ● ●
Pro Tools	● ● ● ● ○

QUALITY ASSURANCE TESTER

Virginia Serious Games Institute (Internship)

Aug 2016 – Dec 2016

Provided quality assurance via play testing, bug finding, generating defect reports, and communicating with several small development teams about their individual project(s).

INDEPENDENT CONSULTANT – STUDENT

George Mason University Student Projects

Jan 2013 – May 2017

Assisted on several senior projects fulfilling multiple creative rolls utilizing programs such as Pro Tools, Photoshop, Illustrator, After Effects, InDesign, Word, PowerPoint, and 3D Studio Max.

LINKEDIN REFERENCES

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