

# Alyssa Spector

Email: [spectoralyssa@gmail.com](mailto:spectoralyssa@gmail.com)

Portfolio: <https://www.alyssaspector.com>

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Artist that seeks creative challenges and opportunities in illustration, storyboarding, and post-production.

## Skills

- Strong attention to detail, layout, and design
- Understanding of print production process
- Ability to work both independently and with a team
- Great time management and can work well under pressure
- Traditional and digital inking, painting, and visual storytelling in a variety of styles
- Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Adobe Flash, Adobe InDesign, Adobe Acrobat, Toon Boom Storyboard Pro, PC|Windows, MAC OS X, Adobe CS Suite, Microsoft Office Suite, JIRA, Perforce

## Professional Experience

### **Freelance Illustrator, Comic Artist and Storyboard Artist**

2009 - Present

- Created storyboards for an animated series pilot for **Nickelodeon** and TV-spot storyboards for **Citibank**
- Illustrated T-shirt designs for companies **The Yetee** and **Eighty-Sixed**, illustrations for Jazz curriculum book by **Bowstopper Enterprises LLC**, perfume packaging illustrations for brand **Harvey Prince** and illustrations for short story by **Yurikah LLC**.
- Written and illustrated comic pages for **Pronto Comics**
- Writer and illustrator of comic [\*Beyond the Ferry\*](#)

### **Hogarth Worldwide, on-site at JWT**— *Mechanical Artist / Production Artist (Contract)*

New York, NY— 2018

- Produced high resolution material in an effective and timely manner while in a fast-paced, fluid environment for clients **Rolex**, **Bose**, **Walgreens**, **Stouffer's**, **Pfizer** and **JP Morgan**
- Prepared digital layouts and technically correct artwork for client presentations and pre-press.

**Hogarth Worldwide, on-site at Apple**— *Content Production Studio Artist (Contract)*

Sunnyvale, CA— 2018

- Used Adobe Photoshop, Illustrator and InDesign to implement localized assets for screen interfaces from various sized **Apple** devices for the EU market.
- Worked closely with an international team to ensure localization of final screens were accurate.

**High 5 Games**— *Technical-Production Artist*

New York, NY— 2013 - 2017

- Converted art and sound assets from land-based casino slot machine games for slot game applications on mobile and Facebook.
- Created additional artwork for art assets from slot games to fit layouts for Facebook, tablet and phone dimensions.
- Tested game and adjusted the placement and functionality of game assets and layouts using XML files for mobile phone and tablet, and Flash, Actionscript, and XML files for Facebook.
- Worked closely with illustrators and developers to ensure final converted products played exactly like their prototypes, while conforming to Facebook, tablet and phone templates.
- Successfully converted over 40 games for apps High 5 Casino and Shake the Sky for both mobile and Facebook.

**Education**

**The Kubert School**— *Diploma, Cartoon Graphics*

Dover, NJ— 2007 - 2010