



REBECCA ROMERO
Graphic Designer and Illustrator
www.dieselbeagle.com

EXPERIENCE

Mammoth Media

Video Editor and Graphic Designer

2020 - 2023

- Create animated templates in Adobe After Effects for other designers to use for Snapchat stories about popular culture topics such as TikTok celebrities, television, and film.
- Edit and animate social media videos for Snapchat content created for Gen Z.
- Design ads for Snapchat to appeal to a Gen Z audience.

Timikki Creative

Visual Development Artist

2022 - 2022

- Design characters for animated film pitch, starting with character variations and completing with full color illustrations.
- Illustrate environmental painting, beginning with thumbnail designs and finishing to a digital painting.

Keyper Company

Youtube Thumbnail Designer

2020 - 2021

- Create concepts and ideas for mockups and Youtube thumbnails for Collins Key Youtube Channel.
- Edit and retouch photos to create a unified design aesthetic for the Thumbnail design.
- Finish high quality thumbnails designed to engage viewers between the ages 10 – 14 years old.

Modern Media Strategies

Freelance Graphic Designer and Animator

2019 - 2020

- Illustrate characters, scenes, and props in Adobe Illustrator for successful Massachusetts campaign "Right to Repair."
- Design and animate educational videos for political activists.
- Edit and caption podcast breakouts for the Jewish Journal.
- Create and edit Facebook story templates and current events videos for clients.

Bentkey Ventures

Lead Illustrator and Graphic Designer /Management

2016 - 2019

- Visual development for projects such as "Cutthroat Spades" and "Another Kingdom."
- Created character, costume, environments, thumbnail sketches for key art, and storyboards.
- Created finished art pieces for distribution and publication.
- Managed a team of artists and illustrators to create a unified concept and good quality work.
- Managed the schedules of all artists and updated supervisors on progress.

Dreamworks Animation TV

Design Coordinator

2015 - 2016

- Managed all design needs for Guillermo de Toro's "Trollhunters."
- Read scripts and prepped script breakdown documents outlining design and asset needs.
- Created and managed schedules for designers, visual development artists, markup artists, and modelers.
- Updated Shotgun with each artists' assignments. Created agendas and led Design Dailies, launches, and approval meetings.
- Communicated with episode directors about any design needs or concerns.
- Worked with Art Director to deliver any technical notes to lighting and animation.
- Reviewed weekly animatics for design concerns or adjustments. Conducted artists' rounds with the Art Director and artists.
- Prepped all materials for asset shipping overseas.

Declaration Entertainment

Scribing Artist & Unit Production Manager

2011 - 2015

- Designed and illustrated for political videos exploring issues such as; higher education, racism, and the Middle East Crisis.
- Unit Production Manager on the live action film "The Arroyo."

EDUCATION

Otis College of Art and Design

BFA in Concept Design

2008 - 2012

SKILLS

Proficient in Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Premiere, Adobe Bridge, Adobe Indesign, Maya, Microsoft Excel, Microsoft Powerpoint. Exceptional organizational, management, writing, communicating, and grammar skills. Traditional art media skills including use of acrylics, pastels, colored pencil, watercolor, charcoal, pen & ink.