

Elizabeth A. Luce
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www.lucedesigns.com (portfolio)

COMPUTER SKILLS:

Primarily design with PhotoShop, QuarkXpress, and Illustrator. Also work with InDesign, DreamWeaver, Painter, Word, PageMaker, PowerPoint, FileMaker Pro, Excel, FinalCut Pro and Flash. Experienced with hardware and software maintenance issues.

COMPUTER GRAPHIC DESIGN EXPERIENCE:

Freelance Graphics, Ongoing. Versatile in a variety of media. Projects designed and implemented include websites, packaging, games, multimedia CDs, animations, artwork, print advertising, collateral and more.

Golf Savings Bank, Marketing Designer; November '05 -May '06. Designed and produced all marketing materials and support work for a mortgage company.

NetSpeed Leadership, Art Director/Production Designer, April '00 -November '05. Designed and carried through a complete look for a start-up corporate management training company. This includes branding, course materials, presentations, ads, collateral material and more.

Fraser Advertising, Graphic Designer/Production Artist, October '99 -August '00, Part-time. Primarily created print ads, some collateral, brochures, etc., for national recruitment ad agency.

General Pencil Company, Graphic Designer, Ongoing. Created a new look for the company. Packages, labels, brochures and more were given an updated look. Product sales increases have encouraged the development of new products, including specialty drawing kits and instructional booklets.

Olive Tree Communications, Spring '99. Art Direction and Graphics for Los Medanos College recruitment multimedia CD.

Lucent Technologies/Octel University, Fall, Winter '98. Graphic design and photography for in-house training multimedia CDs.

Iconceptual (Multimedia Company), Art Director, June '96-June '97. Developed and carried through the look for 16 different phonetics and vocabulary computer games for first and second graders. This was part of a contract with Computer Curriculum Corporation, the largest producer of educational software in the United States. Work included design of all game looks. Coordinated work with two programmers, an animator, a staff illustrator as well as freelance illustrators. Also handled a portion of the illustrating.

Jostens learning Company, Art Director, February '97-June '97. Developed and carried through the look for a CD ROM sales tool for Jostens Learning Company (second largest educational software publisher). Currently being used nation-wide; it includes computer generated animations, Quick-Time videos and interactivity.

Peninsula Times Tribune, Graphic Designer and Illustrator, 1984 to 1985

T-Square Typesetting and Graphics, Production Assistant and Artist, 1983 to 1984

SKILLS:

Drawing, painting, sculpting, illustration, puppet building, set and costume design, photography, intermediate level French.

EDUCATION:

Master of Fine Arts, Costume and Set Design, University of California, Los Angeles

Bachelor of Arts, Theatre Major, Studio Art Minor, University of California, Davis

AWARDS RECEIVED:

Emmy Award for Outstanding Achievement in Children's Video

World Fest, Gold Award, for New Media, Interactive

Art Association Award for Excellence in the Theatrical Arts

Florence Theil Herrscher Award in Costume Design

International Silks & Woolens Award in Costuming