

REBECCA BURG

PORTFOLIO

rebeccaburg.com

SKILLS

Illustration
Concept Art
Web Design
Graphic Design
Typography
Copy Writing
Proofreading
Editing

SOFTWARE

Adobe Photoshop CC
Adobe Illustrator CC
Adobe InDesign CC
Adobe Dreamweaver CC
Adobe Acrobat

Microsoft Word
Microsoft Excel
Microsoft PowerPoint

Google Docs
Google Sheets
Google Drive

CONTACT

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1008 Greenwood St.
Holmen, WI 54636

PROJECTS

BATTLE CRAZE!!

NOV. 2021 TO CURRENT
ART ASSISTANT • SPRITE COLORIST • WEB DESIGNER • COPY EDITOR

Battle Craze!! is an indie fighting game currently in development by Team Craze. I'm in the process of building a new website for this project (preview can be found at <https://beckkeep7.wordpress.com/>), and I also help with character sprites, artwork, and copy editing.

EMPLOYMENT

EMPIRE SCREEN PRINTING

JUNE 2011 TO CURRENT
COPY EDITOR • WEB DESIGNER • GRAPHIC DESIGNER • MARKETING

I designed and developed empirescreen.com, also following the creative director's lead. With this, I created a lot of the graphics and text for the site, and I use my graphic design skills to help edit customer artwork for printing purposes.

As part of the marketing team, I'm involved in the planning, organization, and execution for all company events. This includes Partners in Printing, a biennially print show with a vendor fair and sales training. It features major companies like FUJIFILM, 3M, HP, and more.

For our marketing materials and training tools, I proofread and edit text for simplicity and grammar.

MINNEAPOLIS COLLEGE OF ART AND DESIGN

SEPT. 2009 TO MAY 2011
TECHNICAL SUPPORT

I was available for students and staff who had technical difficulties, either with computers or electronic equipment. Those with issues would submit work tickets, to which I'd reply and resolve the issue through email or in person.

EDUCATION

MINNEAPOLIS COLLEGE OF ART AND DESIGN

GRADUATED 2011
BACHELOR OF FINE ARTS • DEAN'S LIST
WEB & MULTIMEDIA ENVIRONMENTS

This program focused on web design, web applications, building video game environments in Unity, sound editing, and debugging. Other classes I've taken in conjunction with this program included graphic design, typography, illustration, animation, and comic arts.