Rebecca A. Stone • Designer/Developer

ABOUT

- Expert knowledge of typography, illustration, and photography
- Excels in InDesign, Photoshop, and Illustrator
- Attends to details and manages multiple priorities in a fast-paced, deadline driven environment
- Strong communication skills (verbal and written) and communicates effectively in both individual and group settings, regardless of audience
- Manages in-house and out-of-house employees and freelancers
- Solid print and digital production experience
- Excels at reinventing existing brands, templates, and style-guides for fresh approaches to design

CONTACT

- 917.992.6273
- RebeccaAStoneDesign@gmail.com
- rebeccaastone.com
- http://www.linkedin.com/in/rebeccaastone
- @RAStoneDesign
- Github.com/beckstone
- @RebeccaAStoneDe1

SKILLS

Adobe CC: InDesign, Photoshop, Illustrator
PDF workflow • Microsoft Office • html5 • css3
Bootstrap • UX • SQL • NoSQL • Flexbox • React
JavaScript / jQuery • Python • layout • color
composition • research • planning • painting
drawing • sewing • cooking • violin playing . . .

VOLUNTEER WORK

- SGI-USA.ORG
- LEADER, GIRL SCOUTS HEART OF THE HUDSON AND GIRL SCOUTS OF CONNECTICUT
- CORTLANDT REGIONAL MUSIC ASSOCIATION

EXPERIENCE

2011–PRESENT

REBECCA A. STONE DESIGN, DESIGNER/CONSULTANT • Woodstock, NY
- Designs for independent publishers including books for Mom Publishing, a cookbook for Camp Shane/Shane Diet Resorts, novel series' for Cale Madison, social awareness books for Alicia Turner and Catinia Farrington, and ENL Readers for Khalifah I. Whitner Imperial Publishing, middle-grade paperbacks and ebooks
- Responsibilities include design, layout, typography, illustration, die-line creation and production, and file-prepping/formatting/pdf creation for publishing books
- Correspond between client and printer/vendors

2017–2018

TOPIX MEDIA, LLC, ASSOCIATE ART DIRECTOR • New York, NY
- Designing licensed books and magazines
- Inventing unique combinations of imagery coupled with text, innovative eye-catching deliverables for brand-specific products partnering with companies including Disney, Nickelodeon, Mother Goose Club, Smithsonian and more

2013–2017

STUDIO FUN INTERNATIONAL, INC, DESIGNER • White Plains, NY
- Designing licensed and nonfiction novelty children's books and packaging for toys and books and inventing unique combinations of imagery coupled with text, innovative eye-catching deliverables for brand-specific products for companies including Disney, DreamWorks, Mattel, and Nickelodeon for global distribution
- Producing computer layouts with InDesign and creates and editing art with Photoshop and/or Illustrator
- Inspiring content through branded style guides and online research
- Collaborating with editors, creative directors, art directors, other designers, illustrators, licensors, sales and production teams
- Managing all aspects of projects from concept to release to production while staying mindful of schedules and budgets

2000–2011

RANDOM HOUSE CHILDREN'S BOOKS, SENIOR DESIGNER • New York, NY
- Collaborating with licensors including Nickelodeon, Disney, Mattel, and Sesame Workshop
- Hiring and negotiating illustrators' contracts and schedules
- Directing many book series, including the A to Z Mysteries and Trixie Belden reissues

1998–2000

FARRAR, STRAUS, AND GIROUX BOOKS FOR YOUNG READERS, DESIGNER • New York, NY
- Designing covers and interiors of picture books and YA novels
- Creating sample book interiors, and supervised creation of book production by vendors
- Specifying type to map out books' appearance and to work within page count parameters

1996–1998

GREENWILLOW BOOKS, GRAPHIC DESIGNER • New York, NY
- Led colleagues in most effective use of software applications
- Designing covers and interiors of picture books, novels, and promotional / marketing materials

1994–1996

MORROW JUNIOR BOOKS, ASSISTANT DESIGNER • New York, NY
- Designing picture, nonfiction, middle grade, and chapter books and supporting marketing materials

EDUCATION

PRATT INSTITUTE, BFA COMMUNICATIONS DESIGN • BROOKLYN, NY

CURRENTLY STUDYING SOFTWARE DEVELOPMENT WITH JOY OF CODING