

Lisa Fusco

Objective To have an opportunity to use my skills to help illuminate great ideas. No matter whose ideas they are. Cooperate with other branches of the agency to facilitate an effective work flow. My specialty is to illustrate any concept in any medium, moving project from conception to finished product. To give colleagues on the team my all to make the job at hand creative and innovative. With the objective being client satisfaction.

Skills Adobe InDesign; Quark; Photoshop; Illustrator; Dreamweaver; Comprehensive illustrator in all conventional media; marker, pencil, oil paint, acrylic paint.

8/05 - Present **FREELANCE ART DIRECTOR** Designer / Comprehensive Artist
Pharmaceutical Advertising
Concepting, design, logo design, emotional color mapping for branding, comprehensive illustration and concepting for pitches. Story boards. Art direction for various POA pieces. Clients include Harrison & Starr, Cement Works and Grey Healthcare.

5/96 - Present **LMF STUDIOS** Illustrator / Painter / Designer / Inker
Toy and Licensing Industry
Procure new business; maintain client base; manage creatives on a project bases. Create illustrations, ink and colorize line art for style guides of licensed characters; color mix to match specified Pantone colors; airbrush and paint detailing of 3D prototype sculptures, pre-production samples and doll decos for Toy and Entertainment Companies. Clients include: Disney, Mattel, Crayola, Toy Biz, Art Asylum, Abrams & Gentile, The Itsy Bitsy Entertainment Company, and Jim Hensons Productions.

1/94 to 5/96 **HAPPINESS EXPRESS, INC.** Color Specialist / Manager
Toy and Licensing Industry
Organized an efficient work flow and nearly eliminated the expense of freelance painters and the expense of a photographer to shoot product photos for sales. For the "Toy Fair" rush, hired and managed freelancers and creatives. Responsible for the Art Direction of Photoshoots when needed. Illustration and inking line art for style guides; color mixing to match specified Pantone colors; airbrushing and detailed hand painting of 3D prototype sculptures, pre-production samples and doll face decos; Spot illustrations, and layouts in Quark for production; Comprehensives, control drawings, photography and box design for product. Major licensed characters included: Looney Tunes, Warner Brothers and Disney characters.

7/92 to 1/94 **ETC SEARCH** Executive Secretary to the President

Education School of Visual Arts BFA. GPA 3.5. Major: Illustration • 1988 - 1992
High School of Art and Design Major: Illustration • 1984 - 1988

Awards Showings Simaka Run Award for Air Brush Rendering, Mark Rothko Scholarship • 6/88
Group Show at Art Directors Club New York • 3/91 • 2/92 • 5/92

References Furnished Upon Request.