

Nick Runco

Los Angeles, California

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[linkedin.com/in/NicholasRunco](https://www.linkedin.com/in/NicholasRunco)

Experienced creative team leader, visual designer, and creative technologist having broad experience with a diverse range of clients and projects. Kid who took Chewbacca's picture in Star Tours. Excited to hear about new projects with startups, agencies, or in-house teams.

Experience

Liquid+Arcade - liquidarcade.com

Creative Director (June 2020–Current)

Management and hands-on creation, guiding creative strategy from pitch to execution for projects spanning digital, social, A/V, and experiential

Clients include: Nexon, Bungie, Square Enix, VIZIO, Konami, Corsair

Freelance Creative Director (August 2019–June 2020)

Management and hands-on creation of A/V and digital projects for agencies

Clients include: Audi, Amazon, Universal, Netflix, Focus Features, Amazon, Universal, FOX Television, Konami, Blizzard, Corsair, SoundFi

Kovel/Fuller - kovelfuller.com

Creative Director (December 2018–July 2019)

Managed creative department, guiding creative strategy from pitch to execution for projects spanning digital, A/V, and print

Clients include: Turtle Beach, Mercury Insurance, Owing.com, Athlon Games

Ant Farm - antfarm.net

Creative Director, Interactive (November 2017–October 2018)

Led creative concept, design, and development for digital and integrated campaigns

Clients include: Sony, Paramount, WB, Disney, FX, Lionsgate, Amazon, IFC Films, GM, and DDB

Director of Interactive (February 2014–November 2017)

Led planning and development of digital projects for clients and in-house

Managed prototyping, UX, development planning, and creation of scalable development processes

Runstrong - runstrong.com

Principal, Interactive Director (September 2000–February 2014)

Managed interactive agency for 13 years, leading creative strategy and development of web and mobile projects for both client and internal projects

Clients include: THQ (Disney/Pixar, WWE), American Psychological Association, Square Enix, D3 Publisher, and Electronic Arts

Professional Skills

Creative direction

Campaign/brand strategy

Team and product management

Motion design/animation

Concept design for web and mobile applications

User interface design

IA development, including wireframe development,

usability assessment, and UI planning

Development strategy, process, and planning

Education

UC San Diego

B.A., Interdisciplinary Computing in the Arts (2000)

Studies in graphic design, film, photography, music, narrative communication, computer science, web and interactive development.