

# Nick Runco

Los Angeles, California

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Creative team leader, visual designer, and creative technologist having a broad experience with a diverse range of clients and projects. Excited to hear about new projects with startups, agencies, or in-house teams.

## Experience

### Freelance Creative Director (August 2019–Current)

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](http://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

Formed best practices to foster agency collaboration in client work

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

### Ant Farm - [antfarm.net](http://antfarm.net)

#### Creative Director, Interactive (November 2017–October 2018)

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

Focused on creation of integrated concepts bridging digital, A/V, and social content for entertainment and games properties

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](http://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

Front-end web development

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.