

# Duane Nichols

## GRAPHIC DESIGNER / ILLUSTRATOR

### EXPERIENCE

#### Concrete Software | Edina, MN

*Marketing Graphic Designer* OCT 2020 - PRESENT  
Create social media ads and assets for promotional events and bundles, including original illustrations.  
Design limited edition bowling balls for PBA Bowling Challenge event bundles.  
Create User Acquisition promotional graphics (POS) graphics for Apple App Store.  
Maintain branding specifications throughout all ads and designs.

#### Self-Employed | St Paul, MN

*Freelance Artist* OCT 2018 - PRESENT  
Co-writing, art, marketing, and business management for creator-owned graphic novel for self-publishing.  
World-building, character design, art direction.  
Layout, pencils, inks, and colors to create finished sequential art.  
Managing social media marketing to grow followers for product loyalty.

#### Fantasy Flight Games | Roseville, MN

*Graphic Designer* MAR 2015 - OCT 2018  
Graphic design and layout for tabletop games, boards, cards, tokens, and accessories. Multi-page layout and design for game manuals.  
Maintain brand and intellectual property style across components.  
Add to and create fill-in illustrations.  
Projects include: "Star Wars: X-Wing," "Android: Mainframe," "Android: Netrunner," "Realms of Terrinoth," "Legacy of Dragonholt," "Dark Heresy," "Descent," "The Investigators of Arkham Horror," "The World of Android," and "Storyline: Fairy Tales."

#### Satco Supply / Republic Drill | New Brighton, MN

*Graphic Designer* MAY 2008 - MAR 2015  
Layout, design, and content management of 300+ pg biennial catalog.  
Rebrand, maintain brand integrity of corporate subsidiaries:  
Satco Supply and Tools 4 Schools. Website maintenance, redesign. Design, layout and prepress for mailers and advertisements.  
Spot and cover illustrations.

#### Contract Graphic Design | Twin Cities, MN

*Graphic Designer | Fantasy Flight Games* FEB 2014 - AUG 2014  
Multi-page layout, editing and adding to illustrations.  
Projects: "Star Wars: Far Horizons, a Sourcebook for Colonists," "Star Wars: Lords of Nal Hutta," and "Star Wars: Fly Casual, a Sourcebook for Smugglers" RPG strategy guides.

### EDUCATION

#### MCAD | Minneapolis, MN

*Bachelor's Degree of Fine Arts* SEP 2003 - MAY 2007  
Graphic Design; Comic Illustration



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### PROFESSIONAL SKILLS

Adobe CC Suite	Draftsman
Adobe After Effects	Storyboards / Layouts
Google Suite	Prepress/Print
Microsoft Suite	Photography Editing
Powerpoint	UX/UI Design(analog)

### PERSONAL SKILLS

Communication
Teamwork
Creativity
Agility
Time Management