



Nathan Ogren

📍 Crystal Lake, IL

📞 630-549-5234

✉ nathan@nogn.design

🖱 www.nogn.design



SOFTWARE

Adobe Creative Cloud

- Illustrator
- Photoshop
- InDesign
- Premier Pro
- Audition
- Acrobat DC
- Dimension

Microsoft Office

- Excel
- Word
- PowerPoint
- SharePoint

Workamajig

HTML

ADDITIONAL SKILLS

Video Editing

3D Modeling

3D Printing

WORK EXPERIENCE

Creative Services Manager

Ortho Molecular Products • Lake Barrington, IL • 2006 – 2021

Creative Services Management

- Recruit, interview, train, and mentor all design staff in a supervisory capacity.
- Conduct annual performance reviews, define yearly objectives and write annual employee appreciation awards.
- Develop processes for easy and efficient workflow systems to increase output without compromising accuracy or quality.
- Maintain the design production schedule to ensure artwork is delivered on time.

Art Direction

- Identify and assign design staff best suited for various projects based on skills, availability, and opportunity for growth.
- Provide direction and guidance to design staff for creating materials which are consistent with brand standards.
- Review design layouts to check for accuracy, clarity, and aesthetics.
- Develop long-term creative direction for the Brand based on competition, market and Marketing and Sales goals.

Graphic Design

- Collaborate with design and marketing staff to develop original artwork assets.
- Design, layout and maintain various marketing pieces including: logos, sell sheets, brochures, catalogs, direct mail, product packaging, social media and display graphics.
- Coordinate with print vendors to guarantee successful, high-quality print runs.
- Upkeep of internal art libraries for ease-of-use and access for the extended sales and marketing teams.

Senior Production Artist

William Frick & Company • Libertyville, IL • 2002 – 2006

Production and Prepress

- Layout and reproduction of artwork for output on various printers.
- Operation of digital printers, laminators, plotters, and engravers to create finished parts.
- Day-to-day scheduling of workload for the production art staff.
- Proofreading artwork of fellow art staff.
- General PC and Mac troubleshooting and maintenance.

EDUCATION

Bachelor of Arts in Cinema and Photography, with an emphasis on computer graphics and animation.

Southern Illinois University Carbondale