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- [Visual Effects Credits](#)

NATE OLIVER

CREATIVE DIRECTOR -
MULTIDISCIPLINARY DESIGNER

CORE DESIGN SKILLS

- Graphic Design
- Brand Systems
- 3D Modeling / Texturing
- Art Direction
- Visual Storytelling
- Packaging Design
- UI / UX / Wireframing
- Character Design
- Storyboarding
- Illustration / Painting / Sculpting

AI + DESIGN TOOLS

- Adobe Creative Suite
- ZBrush / Blender / Maya
- Midjourney
- Stable Diffusion / ComfyUI
- Figma

CREATIVE PRODUCTION

- Brand Systems
- Print Collateral
- Tradeshow / Booth Design
- Product Visualization
- Web Assets
- Presentation Design
- Multi-format Content Development

EDUCATION

BACHELOR OF SCIENCE

Media Arts & Animation
Dean's List - GPA 3.89

Art Institute - Los Angeles

2004 - 2007

SUMMARY

Creative leader and multidisciplinary designer with 20+ years spanning graphic design, 3D visualization, brand systems, web, and campaign development. Experienced in building visual identities, launching products, and translating complex ideas into compelling creative across digital, print, and experiential formats. Integrates generative AI into concept development, visual exploration, messaging refinement, and workflow acceleration across creative and brand initiatives.

EXPERIENCE

AI-INTEGRATED CREATIVE WORKFLOW

Generative AI for concept ideation, visual exploration, character consistency, campaign messaging refinement, wireframing, and creative system development. Experience using local Stable Diffusion + ComfyUI, Midjourney, AI-assisted Figma workflows, and LLM-supported planning to accelerate design, content strategy, and iterative development.

MARKETING DIRECTOR | CREATIVE STRATEGIST

New Cal Metals Inc.

newcalmetals.com

vulcanvents.com

firestormbp.com

2019 - Present

- Led the visual and strategic rebrand of Vulcan Vents, doubling revenue within two years through coordinated brand, web, print, technical, and educational content initiatives.
- Built and scaled a cross-channel creative system spanning websites, product marketing, technical literature, and multi-channel campaigns.
- Integrated generative AI into campaign strategy, content architecture, launch-page planning, messaging development, and early wireframing for New Cal Metals' wildfire product manufacturing initiative.
- Used AI-assisted workflows to accelerate concept development, refine strategic messaging, and support creative campaign execution.
- Directed the creation and launch of FireStorm Building Products across all creative channels, integrating AI-assisted ideation, messaging development, market analysis, SEO planning, and content strategy.

MARKETING DIRECTOR, PARTNER | BRAND DESIGNER

Cloud Vapory LLC.

2013 - 2019

- Developed the brand identity, packaging system, web presence, apparel graphics, and tradeshow environment for a startup entering a saturated consumer market.
- Created two differentiated product lines with distinct visual positioning for separate customer personas and market segments.
- Drove rapid concept-to-market execution across physical and digital brand touchpoints, helping generate \$100,000 in gross revenue in year one.
- Built cohesive visual language across packaging, promotional assets, social content, and experiential marketing.
- Managed fast-turn creative production with a hands-on, multidisciplinary approach spanning design, messaging, product presentation, and launch strategy.

SENIOR DEVELOPER

Xerox / ASC

2011 - 2012

- Led UI/UX design for California MMIS attestation and management systems.

PRE-VISUALIZATION 3D ARTIST

Proof Inc.

2008 - 2010

- Created 3D stand-ins, action-sequence previs assets, and finish modeling for film and music projects including Disney, Black Eyed Peas, Fast & Furious 4 & 5, Smurfs and Cats and Dogs 2, Hansel & Gretel: Witch Hunter.

3D MODELING & TEXTURE ARTIST

Eyetrionics Studios

2007 - 2008

- Produced life-like 3D character models and textures for film, games, and commercial projects including Grand Theft Auto, Speed Racer, Dragon Ball Z, Terminator, Heroes, The Box, Angels and Demons, The Race to Witch Mountain, and Toyota.

WEBMASTER

Sutter Health

2000 - 2004

- Architected scalable web information systems and helped define early CMS, UI, and content structure standards.