

Nicole Graber

DESIGNER + CREATIVE PRODUCER

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EDUCATION

B.F.A. in Production Design
Concentration: Themed Entertainment
Minor: Interior Design

Savannah College of Art and Design [SCAD]

Graduated: May 2020

SOFTWARE SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Microsoft 365
Google Suite
SketchUp
AutoCAD
Revit
Rhino

DESIGN SKILLS

Technical Drawing
Set Design
Sketching
Spatial Planning
Fabrication

PROFESSIONAL SKILLS

Communication
Organization
Problem Solving
Adaptability
Time Management
Attention to Detail

WORK EXPERIENCE

Beaudry Interactive - Asst. Creative Producer | Dec. 2022-Present

- Lead project processes from concept through completion, maintaining project goals and managing weekly production
- Contribute to the design, presentation, and execution of creative vision
- Develop and manage integrated project schedules, identify/anticipate risks, and provide creative solutions
- Manage external communication, collaborating closely with vendors, and interpreting client needs and feedback
- Create design and technical work as needed, including CAD drawings, sketches, SketchUp models, and Photoshop renders

Beaudry Interactive - Project Coordinator | June 2021-Dec. 2022

- Set up and managed project standards and procedures and identified opportunities for process improvement
- Managed project timelines, deliverables, and communication
- Provided support for project teams and ensured that we were delivering what was expected in a high quality and efficient manner

Trader Joe's - Crew Member & Section Leader | 2020-2021

- Provided customer service and assisted the art department with hand drawn signage
- Wrote the daily order for coffee/tea products, managed inventory, and visualized the merchandising and signage details of the section

Savannah Music Festival - Education Intern | 2019

- Worked with the education team to develop and organize music programs that engage the community and foster creative learning
- Stage managed the Musical Explorers concerts

ADDITIONAL WORK

Art Director

Cutthroat (Student Senior Thesis Film) • 2019

- Managed the budget, development, and production of set design elements
- Worked hands on with the construction team to complete fabrication of the fashion runway and oversaw installation

Production Designer

Reconnection, Ep. 2 (Student TV Series) • 2019

- Led the art department in the conceptualization, creation, and acquisition of set design elements to transform a prison location into an abandoned asylum set