



Nicole Toro

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Summary

As a Production Artist/Graphic Mechanic with over 5 years print experience, I thrive in a fast-paced environment. I am experienced with packaging design, GUI, and marketing collaterals. I excel in creating consistent campaign materials and ensuring key elements read cross-platforms. I pride myself in time-management skills, especially when there are multiple projects.

Current Assignment

Production Artist - Vitamin T

PADI Worldwide

January 2017 – Present

On Assignment at PADI Worldwide, I processed hundreds of products in the print production workflow. I coordinated across departments to manage digital assets, translation and copy assets, prepress specification checks, and post production proof checks. I worked closely with Supply Chain, their vendors, and numerous Project Managers in order to ensure the most current products were printed. We relied on my acute attention to detail and years of experience in print production to anticipate and alleviate any issues.

Experience

Production Artist

The Warren Group

August 2016 – December 2016

My role as Production Artist was deadline-driven and required a sophisticated mix of speed and focus to process packaging and display designs. Communicating with Sales, Structure and Press Operators, we treated each project as a challenge to deliver gorgeous and functioning materials. Client input was often a valuable cornerstone to exceed expectations.

Graphic Designer

GetBranded.com

April 2013 – March 2015

Specializing in Branding and Marketing, I created and maintained brand assets and marketing materials for print and web. Clients included national and local financial institutions, multi-national manufacturers, and other consumer product companies. I conceptualized and designed branding, rebranding, advertising and collateral, and packaging.

Digital Print Operator

Minuteman Press

January 2013 – March 2013

In a fast-paced environment with high turnover rates, I created print files for digital printers, ran queues and operated multiple jobs at once. Clients included many city and local businesses, servicing their identity materials and small collaterals.

GUI Production Artist

nfuzion, inc.

January 2011 – July 2012

As the primary visual production artist, I created and maintained pixel-perfect GUI elements, using Adobe Flash and Photoshop. This large-scale infotainment system for Chrysler-Jeep-Dodge automotives, was an extensive project, and included three reiterations for their proprietary hardware. We released to the client several milestones which included internal bug testing and fixing. I assisted our software engineers by studying and testing ActionScript 3.