



PIA MANZUR

Design Professional

Detail-focused, results-driven Design Professional with years of experience achieving organizational goals while maintaining high aesthetic standards. Highly-skilled with graphic design and animation. Expert in color theory, with a keen eye for style and visual composition. 3D Character/Flash animator with excellent understanding of movement, timing, rhythm, weight and great physical and acting skills. Motivational team worker with high sense of responsibility and commitment. Technically skilled, quick learning and understanding of new softwares. Fluent in Spanish, English, and proficient in German.

PERSONAL SKILLS

Creativity
Communication
Consistency
Teamwork
Organization

CONTACT ME

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CAREER PROGRESSION & KEY PROJECTS

Berlin, Germany
Feb 2017 – March 2019

SPARK NETWORKS GmbH / SENIOR MOTION GRAPHIC DESIGNER

- **Responsible** for the creation and development of tv ads, creative assets, animations and videos for this leading global dating company.
- **Worked** directly with the UX/UI team conceptualizing ideas and creating animations for the variety of dating apps developed by the company.
- **Created** TV ads for different markets including around North America, Europe, and Australia, through concept development, storyboarding, animation and production.
- **Worked** on design and conceptualization of brand elements ensuring consistency and alignment with strategic marketing goals.
- **Created** eye-catching social media animations and assets achieving excellent performance.

Berlin, Germany
Nov 2015 – July 2016

AERIA GAMES GmbH / SENIOR UI ARTIST

- **Worked** directly with the IT department, as a UI Artist creating web in-game applications.
- **Designed** user interface for "My Box", an in-game mobile application integrated into the game "Immortalis". Created 3D assets and animations completely from scratch.

Berlin, Germany
Feb 2015 – Oct 2015

AERIA GAMES GmbH / FREELANCE GRAPHIC DESIGNER

- **Worked** directly with the marketing team to produce new engaging assets, including UI elements, logos, backgrounds, animations for mobile games and teaser pages.
- **Created** animated banners for web & mobile games.

Frankfurt am Main,
Germany
Jan 2009 – Feb 2015

PIAMANZUR.COM / FREELANCE GRAPHIC DESIGNER & 3D CHARACTER ANIMATOR

- **Developed** corporate image, design websites and animated web banners for german e-commerce companies.
- **Created** websites, cover arts and music videoclips for several music artists.

Santiago, Chile
Dec 2006 – Sep 2007

ZONA.CL (ONLINE MAGAZINE) / ART DIRECTOR

- **Recruited** to build and manage the online version of Zona de Contacto printed magazine.
- **Responsible** for the development and coordination of design, as well as maintenance.
- **Managed** visual design, flash animations and website banners.
- **Awarded** 1st place in Web Design at El Mercurio Journalistic Contest.

San iago, Chile Mar
2005 – Nov 2006

EMOL.COM / MEDIA DESIGNER & PHOTO EDITOR

- **Performed** visual design and HTML & CSS templating for feature articles and interactives.
- Daily **selected** and **organised** interesting impactful images from around the world to maintain EMOL's daily news gallery. Selection based on a thorough visual criteria considering composition, lighting, story narrative, unique style, and cultural/creative trends. Photos provided by Associated Press.
- **Maintained** Punto Mujer a subsite dedicate to a female audience, **designed** weekly fashion collections galleries and **retouched** beauty/fashion images mantaining high standards of quality.
- **Operated** camera, **led** filming of feature videos/live events and **edited** material using Adobe Premiere.

Santiago, Chile
Oct 2003 – Dec 2006

"COMPUTER LOVE" EVENTS / CREATOR, DJ, MEDIA & GRAPHIC DESIGNER

- **Produced** artistic and electronic encounters with a group of DJs, artists, and musicians.
 - **Developed** graphic material including flyers and Flash animated visuals.
- About Computer Love:** Opened a new space for underground electro bands, attracted a massive audience during the 2000's.

Santiago, Chile
Mar 2001 – Sept 2003

ZONA DE CONTACTO (PRINTED MAGAZINE) / ART DIRECTOR

- **Redesigned** magazine, replacing old design with a fresh new one, increasing the percentage of readers.
 - **Awarded** the 1st place in Editorial Design category, at El Mercurio Journalistic Contest.
- About Zona de Contacto:** Iconic pop magazine, benchmark for chilean 90s youth culture.

Santiago, Chile
Mar 1998 – Dec 2005

EL MERCURIO / EDITORIAL DESIGNER

- **Designed** eye-catching layouts for newspaper sections and magazines, including Tech & Sci, Art & Culture, YA Magazine, El Sabado, Revista del Domingo en Viaje.
 - **Selected** graphic material for articles and frequently supplied with illustrations
 - **Managed** pre-press preparation.
 - **Collaborated** with large teams, remaining flexible and dealing with last-minute problems and tight deadlines.
- About El Mercurio:** Chile's largest news corporation, considered "Dean of the Chilean press", manages more than 20 journals & magazines, and three online news sites, most important of them, Emol.com.

EDUCATION AND PROFESSIONAL CERTIFICATES

iANIMATE.NET | Professional Animation Training, in progress.
IDEC-UNIVERSITAT POMPEU FABRA | Master of Arts, Animation, 2008
UNIVERSIDAD DEL PACIFICO | Bachelor of Science, Graphic Design, 2000

TECHINCAL SKILLS

Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere Pro, InDesign, Dreamweaver, Animate) • Cinema 4D • Autodesk Maya