

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. Character/Flash animator with excellent understanding of movement, timing, rythm, weight and great physical and acting skills. Motivational team worker with high sense of responsibility and commitment. Technicaly skilled, quick learning and understanding of new softwares. Fluent in Spanish, English, and proficient in German.

PERSONAL SKILLS

Graphic Design Animation Photography Communication Teamwork Organization



CONTACT ME

Leipziger Str. 44
10117 Berlin, GERMANY
+49 17670108187
piamanzur@gmail.com
Portfolio
www.piamanzur.com
Photography
www.piamanzur.org

CAREER PROGRESSION & KEY PROJECTS

Berlin, Germany March 2020– Present •

POPCORE GmbH / SENIOR MOTION GRAPHIC DESIGNER

- Creating appealing animations and videos using in-game assets for marketing campaigns.
- Creating app icons, logos and assets for Play Store and App Store.
- Working with layouts and graphical assets to provide an intuitive user experience
- Ideating and designing concept layouts of online motion design, video, and animation content.
- Working with developers and game designers to validate the concept and visual approach for a scalable asset production process.

Berlin, Germany Feb 2017– March 2019

SPARK NETWORKS GmbH / MARKETING SENIOR 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 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.

Berlin, Germany Feb 2015 – July 2016

AERIA GAMES GmbH (GAMIGO)/ 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 and mobile games.

Frankfurt am Main, Germany

Jan 2009 – Jan 2015

PIAMANZUR.COM / FREELANCE GRAPHIC DESIGNER & ANIMATOR

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

Santiago, Chile Dec 2006-Sept 2007

ZONA.CL (ONLINE MAGAZINE) / ART DIRECTOR

- Recruited to design the online version of Zona de Contacto printed magazine.
- Responsible for the visual design and mantainance of the site.
- Created flash animations and banners
- Awarded 1st place in Web Design at El Mercurio Journalistic Contest.

Santiago, Chile Mar 2005-Nov 2006

EMOL.COM / WEB & MEDIA DESIGNER

- Performed visual design and HTML & CSS templating for feature articles, interactives, and photo galleries.
- Retouched beauty/fashion images maintaining high standards of quality.
- Operated camera, led filming of feature videos/live events and edited material using Adobe Premiere.

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 2033-Dec 2004

COMPUTERLOVE EVENTS / DJ - MEDIA DESIGNER

 Produced artistic and electronic encounters with a group of DJs, artists, and musicians.

 $\textbf{Designed} \ \text{graphic material including flyers and flash animated visuals}.$

Santiago, Chile Mar 1998-Dec 2005

EL MERCURIO S.A.P. / EDITORIAL DESIGNER

- **Designed** eye-catching layouts for newspaper sections and magazines, including Tech & Sci, Art & Culture, and Travel.
- 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.

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, Indesign, Character Animator, Animate, Autodesk Maya • Unity • Figma