

Humberto Mangino Pariente

Home +52 (55) 52 56 11 10

Cel +52 (55) 43 62 54 42

hmangino@gmail.com

<http://portfolio.humandesignlab.com>

Mazatlán 14 - 102, Col. Condesa. C.P. 06140. Mexico City, Mexico.

SUMMARY

Creative professional with solid background, experience and education in Web design and development, film directing and motion graphics design and supervision.

PROFILE & QUALIFICATIONS

- Advanced knowledge on web design and development.
- Strong expertise on advertising media production, business planning, management and execution of new projects.
- Detail oriented and well organized; comfortable taking the initiative and effective team player with strong interpersonal bilingual communication skills.
- Adept at juggling multiple priorities and working under pressure to meet time-sensitive deadlines.
- Innovative spirit, curious heart and keen eye for design trends and web development standards.
- Extensive knowledge and experience in creating compelling moving images from concept to final animation throughout the creative and production pipeline in Maya, Adobe PhotoShop, Corel Painter, Zbrush, After Effects, Combustion and traditional media.
- Because of my strong pre-visualization, drawing skills, proficiency on any animation software and the understanding of cinematic scene and dramatic structure, I can analyze scenes in written form and translate them into a visual product, expressing story and character through drawings, animatics, and cinematics translating story ideas into visual sequences.

WORK EXPERIENCE

Crossmedia Interactive, México D.F. México

10/2010 – 08/2011

Art Director

- Designed and supervised the banamex.com new homepage, based on citi.com marketing and secure scopes web design standards.

DDB Digital México, México D.F. México

10/2010 – 08/2011

Web Designer Sr.

- Designed and developed web sites, apps and web systems for major world wide brands, using the latest programming standards and design trends.

Reforma.com, México D.F. México

01/2010 – 12/2010

Editorial Board Member

- Advised editors about technologic, creative and social issues for, the online news portal, reforma.com in order to improve business.

HumanInteractiveMedia, México D.F. México
Interactive Designer

01/2008 – 11/2010

- Designed and developed web sites, apps and web systems for various companies, using the latest programming standards and design trends.

NonStopBranding. Mexico City, Mexico
Asociate Account Director

01 / 2005 – 01/2006

- Sold the agency's creative strategy and graphic design services to the clients I prospected for this purposes.

Freelance. Mexico City, Mexico

Producer / Director / First A.D.

02 / 2002 – 01 / 2005

- Designed the shooting schedule and shooting plan. Executed the shooting process based on my visualization and an assigned budget for TV programs, national TV commercial campaign ads. This work was made for major advertising companies and Television Studios such as J. Walter Thomson and Euro RSCG and the following brands: Ford, Kelloggs, SKY, Televisa. Shot in film 35mm, 16mm and Super 16mm, and video: Digital Betacam, DVC Pro, DV Cam.

Zoom.tv, Argos Comunicación. Mexico City, Mexico
Executive Producer and Director

10 / 2000 – 02 / 2002

- Designed from start up the day to day program schedule model for a new cable TV channel, which contents where extracted from an internet TV channel.
- Designed and developed the programs on line schedule. Optimized human, technologic and creative resources for the production of new shows. Negotiated budgets with third parties, and prepared contracts with the legal department in order to broadcast live TV shows on the internet, from the conception, and start up of the channel until each program was placed on line.
- Supervised and monitored each show audience ratings to attend to production needs, as well for detecting audiences demands in order to make the correct programing desisions.
- Migrated selected half hour shows from the internet TV channel, to be broadcasted on cable TV with the required commercial TV standards. All this following the company's budget policies in order to not elevate costs.

Televisa. Mexico City, Mexico

10 / 1996 - 02 / 1999

Writer, Creative Director.

- Designed and developed the creative procedures, wrote and supervised the scripts for the first drama-documentary show in Mexico produced live on tape.
- Wrote and supervised the scripts for 1997 and 98 one hour live broadcast of "Teleton".

TV Azteca. Mexico City, Mexico

11 / 1994 – 10 / 1996

Writer, Sitcom New Projects Director's Adviser

- Advised authors and writers on the creative process and development of scripts and seasonal story lines for potential new sitcom projects based on the New Projects Director creative strategy and vision.
- Wrote and created three game-shows in which comedy was a must.

Radioactivo 98 1/2. Mexico City, Mexico

11 / 1993 – 11 / 1994

Producer

- Wrote the scripts and produced promotional spots, Spanish rock review shows and morning talk shows targeted to young adult listeners, which stated a landmark on Mexican radio broadcast creativity standards.

EDUCATION

Universidad Iberoamericana. Mexico City, Mexico

Interactive Design four-years BFA Program.

01/2005 – 12/2009

Universidad Iberoamericana. Mexico City, Mexico

Video Game Writing Lecture

08/2008

Teacher: Paul Jenkins

Centro Cultural de España en México /

Universidad del Rey Juan Carlos I

Documetary Film Seminar.

06/2006

Universidad Iberoamericana. Mexico City, Mexico

07 / 2005

The Television Industry Seminar: The Value Chain of Television Business.

Presented my final project, which consisted on a new Television Broadcast Channel Business Plan, to Emilio Azcárraga, José Baston and members of the Executive Committee of Televisa.

Teacher: Lic. Alejandro Quintero Iñiguez

Televisa's Corporate Sales & Marketing V.P.

Universidad Iberoamericana. Mexico City, Mexico

06 / 2004

The Network Society: Culture and politics in the age of digital networks.

Teacher: Anita Chan

Graduate Student of Masachussets Insitute of Technology.

Doctoral Program in the History and Social Study of Sience and Technology.

New York Film Academy. New York City, NY

06 / 1999 - 03 / 2000

Total immersion filmmaking workshop.

Advanced Filmmaking: Producing and Directing Program.

Screened my final project, which consisted on a short film, at The New York Independent Film & Video Festival.

Universidad Nuevo Mundo. Mexico City, Mexico

01 / 1992 – 05 / 1994

Communication.

TEACHING

Universidad Iberoamericana. Mexico City, Mexico

01 / 2003 – 12 / 2004

Communication Faculty Teacher for the following courses:

Media Production II

Media Screenwriting II

LANGUAGES

Native Spanish

Advanced English

Basic French

CG SOFTWARE

Advanced Photoshop

Advanced Corel Painter

Intermediate - Advanced After Effects

Intermediate - Advanced Maya

Intermediate – Advanced Combustion
Intermediate – Advanced Mudbox

WEB DESIGN SOFTWARE

Advanced Dream Weaver
Advanced Coda
Advanced FTP
Advanced MySQL
Intermediate Console

WEB DESIGN LANGUAGES AND TECHNIQUES

Advanced XHTML & HTML5
Advanced CSS 2 & 3
Intermediate PHP
Intermediate AJAX
Intermediate AS3
Intermediate – Advanced JQuery
Intermediate – Advanced Java Script
Intermediate – Advanced Web APIs