

RODRIGO PRIAN-GARCÍA

MULTIMEDIA DESIGNER

CONTACT

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ABOUT ME

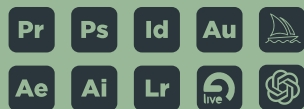
I am a multimedia designer with experience in graphic identity development, publishing, photography and video editing.

My training and skills have allowed me to collaborate with established companies in the public and private sectors: from marketing agencies, film production houses, contemporary art galleries and museums to SMEs and established companies in the construction sector, food sales and distribution, and other professional services.

SKILLS

Video editing	
Motion Graphics	
Photography	
Image retouching	
Graphic design	
AI generation	
Audio editing	
Editorial design	
English	

SOFTWARE



PORTFOLIO



DEMO REEL



INTERESTS



EDUCATION

Escuela Británica de artes creativas y tecnología

UX/UI Design Course (2024).

Domestika.

Branding in three stages, course with Estudio Yeyé, (2023).

Art Direction for Creative Visual Branding, course with Linus Lohoff, (2022).

Filmadores.

Course Introduction to Cinematography, (2021).

Centro de la Imagen.

Image Analysis Circle, (2020).

Facultad de Artes y Diseño. UNAM.

Diploma in Theory and Criticism of Contemporary Art, (2017-2018).

Bachelor of Visual Arts, (2008-2012).

Universidad de la Música G. Martell.

Bachelor's Degree in Electronic Music and Multimedia Production, (2007-2009).

EXPERIENCE

Ariadna Communications Group. Multimedia design, (2023-2024).

The Warrior Group. Video production and editing, (2020-2023).

UPAX. Post-production and video editing, (2018-2020).

Antídoto. Creation of content for social networks, (2017-2018).

Coyote Media House. Production design direction, (2016-2017).

Galería Óscar Román. Content creation and design, (2015-2016).

Zurux. Coordination of the design department, (2015).

Teatro Línea de Sombra. Production design, (2014-2015).

Encuentro de Artes y Humanidades. UNAM. Museography, (2012-2014).

MUCA Roma. Cataloging and museum archive, (2012).

FREELANCE PROJECTS

Maquila Marketing. Art direction, (2023).

RIA. Clínica de Especialidades Dentales. Content Creation (2022).

LARS. Feeding. Content creation, (2022).

Dircon 2.0. Video editing and post-production, (2022).

Habitat Solutions. Graphic identity development, (2019).

400 gramos. Graphic identity development, (2018).

Tendo Records. Graphic identity development, (2017).

Denadie Records. Graphic identity development, (2016).

The Art Shop. Graphic identity development, (2016).

La Rubia Co. Catalog design for the play De lo que subyace (2015).

Museo Nacional de Arte. Installation of the exhibition The Invention of the Everyday, (2008).