Michelangelo Barbic

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ABOUT

Innovative experiential designer rooted in story-telling specializing in user-centric experiences. Proven ability to drive brand engagement and enhance user experiences through creative design and technology. Seeking opportunities to improve and positively impact the perception and usability of ground-breaking products.

EXPERIENCE

3D EXPERIENTIAL DESIGNER - KIA NORTH AMERICA | INNOCEAN USA; REMOTE, CA — 2023-PRESENT Developing activations for select Kia flagship vehicles for North America.

Led creative direction for 2023 & 2024's Time Square Numeral Tour and Kia & NBA Partnership Activations, reaching an audience of over 1 billion estimated viewers.

Collaborated with creative and technical teams to achieve innovative performance targets, resulting in a 10% increase in brand engagement.

NORTH AMERICA VIDEO PRODUCTION LEAD - ODOO INC. | SAN FRANCISCO, CA — 2022-2023 Restructured Odoo Inc.'s live-streaming and video operations for North America.

Directed a team of 10 content writers across the US, boosting measured efficiency and productivity by 20%. Managed video and live-streaming operations for in-person and remote events, leading to a 75% increase in event participation.

Developed content for targeted advertisements, webinars, e-learning, and events. Select content was informed by competitor analysis and audience targeting, contributing to a 30% increase in social media engagement and conversion.

VIDEO PRODUCER - MEDIAVISION | CAL POLY POMONA, POMONA, CA — 2017-2021

Led rebranding initiatives and elevated the university's video production team.

Produced over 40 video projects and motion graphic packages for university clients.

Directed videography and technical production in live environments, improving live stream quality standards. Managed a content management system for e-learning and marketing videos, streamlining accessibility for over 8,000 users.

MULTI-DISCIPLINARY DESIGNER — FREELANCE | MICANBAR, VARIOUS LOCATIONS, CA — 2016-2022 Provided accessible design services to underrepresented businesses and small artists.

Managed client accounts, invoicing, scheduling, and content delivery for over 10 clients.

Created 3D and 2D motion-based ads for social media.

Provided video and photo coverage for events, increasing client visibility by 25%.

Developed brand identity packages and web/application interfaces, contributing to a 200% increase in client brand recognition.

EDUCATION

CALIFORNIA STATE POLYTECHNIC UNIVERSITY - POMONA | B.F.A. VISUAL COMMUNICATION DESIGN, 2021

SKILLS

Design Software:

Adobe Creative Suite, Blender 3D, Cinema 4D, Substance Painter, Rhino, Figma, Rive, Unreal Engine, Unity 3D, MidJourney, Stable Diffusion, OBS Studio, Vmix, VS Code.

Project Management:

Odoo ERP & CRM, Microsoft Office 365, ServiceNow.

SPECIALTIES

Art Direction, Project Management, User Experience, Spatial Design, 3D/VR Visualization, Motion Graphics, Rigging, Animation, Broadcasting, A/V Engineering.

AWARDS

Graphis - New Talent Annual 2021 - Platinum for BP06: 12 Principles of Animation - 3D Animated Short