Samuel Grinfeder

+10 years exploring the world (London, Paris, Tokyo, São Paulo, NYC) and ways to connect brands like Apple, Nike, League of Legends, Netflix, with new cultural playgrounds

→ <u>Portfolio here</u> ←

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WORK EXPERIENCE



SONIC BOOM - Co-founder & Strategy Consultant Remote. 01.2020 - 03.2023

- +3 years running a strategy consultancy with a mate, grinding for new business and eventually directly serving clients like Twitch, Nike, Riot Games
- ▲ Created a GenZ culture report and formulated a strategy to expand Twitch beyond gaming culture, which informed a global repositioning in the next Q
- ▲ Helped Yuga Labs (founders of Bored Ape) make plans to create cultural impact beyond web3, and identify commercial opportunities in gaming
- ▲ Defined a roadmap to evolve Ralph Lauren from fashion to digital fashion leader, teamed up with a CD to create the next phase of their Fortnite collab
- ▲ Concepted and pitched the winning idea on a web3 new business pitch for Off-White, competing against large big network agencies

Brands: Burberry, Ralph Lauren, Nike x Virgil Abloh, Off-White, Louis Vuitton, Twitch, Riot Games, Blizzard-Activision, King Games, Mondelez, Fnatic



B-REEL - Senior Strategist London, 03.2017 to 12.2018

1.5 year leading strategy across most agency projects, during the most prolific time for the office, a AdAge 'small agency of the year' with +92% growth

- ▲ Led strategy for the launch of Fenty, a new brand by Rihanna & LVMH, formulated the brand for the pop star and experience strategy for the site
- ▲ Led winning new business pitches for Gucci, Converse, Meta, LinkedIn
- ▲ Supported creative development of the AR/VR app for band Gorillaz, that earned x3 Cannes Lions (incl. Gold), Grand Clio, Eurobest Grand Prix, and more
- ▲ Worked super hands-on and collaboratively with creatives to quickly concept and deliver social content for Nike Football/Basketball, Air Jordan

Brands : Nike, Netflix, Gucci, Converse, Gorillaz (Warner Music), Jaguar, LVMH (Fenty, Loro Piana), Facebook, LinkedIn, WWF, Bang & Olufsen, Pernod-Ricard



TBWA MEDIA ARTS LAB - Strategist London - 07.2013 - 02.2017

3.5 years at Apple's exclusive agency, where I made France the test-market for how Apple can create local campaigns around culture staples

- ▲ Wrote briefs that led to Apple's first campaigns exclusively created for local markets: 'Beautiful Game' (Football), 'Detour by Michel Gondry', 'Hip Hop'
- ▲ Initiated and briefed the idea of iPhone's first ever campaign dedicated to gaming, which evolved into a long-term comms platform for the iPhone brand
- ▲ Led comms planning for the brand's first social media campaign on Tumblr

Brands: iPhone, iPad, Apple Watch, Apple TV, iTunes, Apple Music



WUNDERMAN THOMPSON JAPAN/BRAZIL – Junior Planner Tokyo, Sao Paulo, 11.2012 – 06.2013 (contract)

- ▲ 10 months at JWT Tokyo where my main mission was to design & run a training program to make the agency more creative and effective around digital/social
- ▲ 2 months at the Sao Paulo office in Brazil to run a similar program, and support local teams on new business pitches for Coca-Cola and Unilever brands

Clients: Suntory Beers, Kit Kat, Fujitsu (phones), Smirnoff, Coca-Cola



DDB PARIS - Junior PlannerParis, 09.2011 - 09.2012 (grad scheme)

 \blacktriangle Go-to kid within the planning department for all things digital/social Brands : Hasbro (toys), Bouygues Telecom (mobile), Mini Cooper (car)



TBWA PARIS - Social media manager Paris, 12.2010 - 05.2011 (internship)

▲ Helped to start an influencer outreach offering, managing a team of two Brands : Playstation Network, Whiskas/Pedigree, Aides (NGO)

SIDE PROJECTS

TREND REPORTS - create and share cultural reports on <u>video game</u> <u>marketing</u>, <u>web3</u> and cultural trends such as <u>anime culture</u> or <u>racing</u>

NIGHTLIFE - was DJ and co-Director of a paris nightclub, organising aftershows featuring Pete Doherty, Franz Ferdinand, Julian Casablancas

EDUCATION