

Mauricio Macal

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www.MauricioMacal.com

Objective: To visualize, create, and promote unique experiences through mixed media by applying my 19+ years of producing content.

I have collaborated with production companies, freelancers, and international studios from the USA, Colombia, Uruguay, Mexico, Costa Rica, and Jamaica. Have thrived working with creative problem-solving squads involving design, strategy, technical, and business teams. I seek teams with purpose, in extremely competitive industries, that motivate me to find the best in myself and the projects at hand.

Academic:

La Fototeca / Photography School	Jan 2019 – Jun 2020 Guatemala City, Guatemala
PIF / Photography Certificate	
University of Irvine	Dec 2018 Online
Project Management	
Adobe Systems / El Canal	Apr 2016 Panamá City, Panamá
Adobe Certified Trainer for Premiere Pro	
Universidad Galileo (studies)	Jan 2008 – Dec 2010 Guatemala City, Guatemala
Technical degree in Design and Communication	
Universidad Rafael Landivar	Jan 2001 – Dec 2003 Guatemala City, Guatemala
Advertising / Marketing	
Universidad San Carlos	Oct 2003 – Jan 2004 Guatemala City, Guatemala
Technical degree in Television Production.	

Work Skills: Proficient PC & Mac OS user, project management platforms Jira, Asana, SmartSheet, G Suite, Microsoft Office. Adobe® Suite – Premiere Pro ACI trainer, Photoshop, Portrait, and Product Photography.
Bilingual and Bicultural: Spanish (native) – English (native) - Swedish (learning).

Experience:

PayPal **Jan 2020 – Apr 2022 - Producer for Creative Content and Transcreation**
Guatemala City Office

Promoted within the creative operations team for PayPal, extending responsibilities from marketing campaign production and adding collaborations with Sales, Comms, Product, and Engineering teams requesting animated internal communication content, new product design iconography, and Branded design creative assets.

Demo Reel: <https://vimeo.com/705439484>

Xoom, a PayPal Service **Nov 2015 – Dec 2019 - Project Manager for Brand Team**
Guatemala City Office

Created and organized production workflow with Asana/Jira for marketing and brand communication. Produced marketing assets upon request by territory managers needing in-language creative initiatives to communicate specifically to principle niche markets such as Mexican, Philipino, and Indian cohorts. Searched, vetted, and onboarded vendors from around the world to enhance production quality at cost-efficient pricing. Lead in-house creative team to ingest working briefs to brainstorm and pitch engaging creative concepts. Delivered complex digital and broadcast spots for distribution in multiple languages, written and dubbed, in time. Forecasted and managed a budget to maintain efficient spending. Traveled on location for productions in Uruguay, Jamaica, and San Francisco. Negotiated, Licensed voice, acting, music, and stock footage rights.

CG ARMADA **Mar 2008 – Oct 2014 - Founder / Director**

Founded as a Visual Effects learning source and software reseller, we had the opportunity to promote the digital art movement to a new generation of designers and inspire the rising wave of boutique studios catering to local and foreign clients, while venturing into independent game and horror film production.

- Authorized Re-Seller for **Adobe®** – **Autodesk®** – **The Foundry®**
- Seminars:
 Guest: Mark Goerner – “Pintura Digital” – www.grnr.com March 2008.
 Guest: Joel LeLièvre – “Boceto a 3D” – www.delicatemachines.com March 2009.
 Guest: Joaquin Escandon – “3DFX 4 TV Ads” – www.republica.com.pe October 2009.
- **CANCHA (2010):** <https://vimeo.com/702399398/b0a78a95ac> – Produced all CG environment spot on a rushed timeline of 7 days.

Sickboy LLC Apr 2010 – Abr 2011 - Associate Producer for Feature Film

Independent Horror Film

Liaised with independent investors to fund feature film, written and directed by [Tim T. Cunningham](#).

Studio (C) Dec 2003 – Sep 2009 - VFX Coordinator to Studio Production Manager

Part of the initial core team for the first VFX production company in Central America working for Hollywood Studios. Coordinated in-house artist team (6 to 30 individuals) assigned matte painting set extensions based in Guatemala city office with Los Angeles based composite freelancers (4 to 6 individuals). Organized daily reviews with the art director to collect notes and distribute assignments to the teams. Analyzed shot breakdown to cost out upcoming shows. Maintained communication with clients while under contract with Universal Pictures, Dreamworks, and Warner Brothers from project start to delivery.

Demo Reel: <https://vimeo.com/291844016>

www.imdb.com/name/nm2073740/

Film - Credits as Visual effects coordinator or effects producer include:

BIONICLE: THE LEGEND REBORN (2009):

(60shots) Production Supervisor for Trailer. Managing Guatemalan, Costa Rican, and Colombian 3D and Compositing teams for Tinseltown toons.

ALL'S FAIRE IN LOVE (2009):

The animated opening sequence and opening credits.

THE CHRONICLES OF NARNIA: PRINCE CASPIAN (2008):

(40 shots) Production Supervisor for 3D and Compositing team; split shots and character mask enhancement.

THE INSATIABLE (2006):

(52 shots) Coordinated compositing team; screen inserts. 3D and 2D team for; matte paintings and CG stunt doubles.

THE NATIVITY STORY (2006):

(20 shots) coordinated matte painting material between Guatemala and U.S.-based companies.

LET'S GO TO PRISON (2006):

(1 shot) coordinated a full CG environment pullback.

THE FAST AND THE FURIOUS – TOKYO DRIFT (2006):

Production of matte paintings for HammerHead Productions.

THE RING 2 (2005):

Production of matte paintings for HammerHead Productions.

THE CHRONICLES OF NARNIA (2005):

(260 shots) Coordinated compositing team in Guatemala and matte painting team in U.S.A. (Michael Lloyd, Bob Scifo), GS environment replacements, and CG Breath enhancement for live-action plates.

THE CHRONICLES OF RIDDICK (2004):

(100 shots) Coordinated compositing team in Guatemala and matte painting team in U.S.A.

T.V. - Credits as Animation Producer include:

EXTREME XL ISLAND/BEACH (2008):

Coordinated Mexican and Guatemalan teams. With BBDO Guatemala.

VIDA Y ESPACIOS (2004-2005): tv series – original production – Art and design magazine.

VIVA LA MAÑANA (2004): tv series – Animated opening sequence and opening credits.

VIA LIBRE (2004): Commercial – Motion Graphics sequence. For Prensa Libre Newspaper.

GUATEVISION (2004): Institutional branding sequences and news show.

Personal Interest: Photography, Podcasting, Stand-Up Comedy, Family Road Trips #Subaru, and my dog MoMo the Chow Chow.