Juan Carlos Ríos

June – 13 – 1994 Coyoacán, Mexico City +52 55 1843 7446 jc9.rios@gmail.com Portfolio: https://jcrios.portfolial.com/

Education

Bachelor of journalism and mass media 2013 – 2017 // ITESM CCM

Experience

Copywriter for Apple Music and Apple TV (MLS)

Feb 2023 - Current // Company Cue

- Development of written content for Apple Music's editorial strategy in its Latin American vertical, and for Apple TV's sports based section, mostly focused on MLS.
- Research work, editorial coordination and writing of longpieces and radio scripts on relevant topics of the international music ecosystem.
- **Production of interviews** with prominent Spanish-language music artists, and subsequent writing in various formats (Q&A, written-through, track-by-track).
- Translation, edition and localization of texts produced in other latitudes.

MKT Senior Growth Analyst DiDi Card

July 2023 - Current // DiDi

- Create communication strategies based on channel management, marketing fundamentals and segmentation planning (storytelling, creative concepts development, copywriting and more regular tasks).
- Design, execute and analyze campaigns focused on acquisition through the different stages of the demand generation funnel, understanding customer behavior.
- Planning and writing of newsletters, brochures, press releases and communications for internal audiences (fintech team). Assistance in event organization: activations, workshops, internal presentations.
- Develop initiatives through work with stakeholders (BI, CX, Legal, PR, Partnerships), and through ownership of data driven analysis, benchmarks, business cases, BRDs and a/b tests.

Past experience

Branded content writer

December 2019 - December 2021 // VICE+

- Pitch creation for content development according to brand/agencies PR strategies and its specific product campaigns.
- Text content creation in different journalistic genres (interview, long piece, list, chronicle) and themes (sports, music, economy, identity, entertainment, tech, recreation, health).
- Work made for: Amazon, Nike, Coca-Cola, Disney, Volkswagen, Puma, Buchanans, Vans, Tecate, Indio, Bayer, Riot Games, Sico, PMI, Warner Bros, Amafore, Bepanthen.

Huawei Music campaign manager

January 2020 - July 2022 // HUAWEI Music

- Planning and execution of user acquisition, user engagement and user retention campaigns and management, development and execution of conversion funnel strategy.
- Full campaign development process: objective-based planning, incentive
 analysis, creative idea, design request, budget application, legal consultation
 and T&Cs development, campaign configuration and testing, launching,
 monitoring and reporting.
- Configuration, testing, launching and reporting of in-app promotional channels and external channels.

Head of Huawei Music Latin America

August 2022 - July 2023 // HUAWEI Music

- Editorial plan development based on indicators, data, trends, conjuncture, events and seasonalities.
- Platform operation and curation of the interface based on editorial plan (editorial columns, push notifications, content magazines, popups, etc.).
- Playlist curation and playlist catalogue development with emphasis on new releases and evergreen catalogue.
- Relationship with major and independent labels and distributors through promotional plans and pitches for new releases.

Past experience

Content creator - Section coeditor

September 2018 – December 2019 // VICE – Noisey

- Generation of journalistic written contents for the various VICE Latin America verticals, with special emphasis on Noisey, VICE's music channel.
- Edition, correction, proofreading and publishing of written contents made for Noisey by staff members and external contribuitors.
- Agenda coordination and full control of the vertical: external pitches review, budget control, coverage commisioning, editorial plan, social media strategy, etc.

Staff writer

December 2017 - August 2018 // Diario AS

- Creation of journalistic written contents for the American (U.S. only) edition of Diario AS online.
- Coverage of different sports such as: football (U.S. and Central America leagues), basketball, MMA, hockey, baseball, among others.
- Generation of pitches and contents for Tikitakas, the entertainment vertical of Diario AS online.