







INDUSTRIAL DESIGNER / TOY CREATION / PROJECT INTEGRATOR

CONTACT

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Portfolio

WORK TRAJECTORY

Universum.

children's museum. New equipment designer.

2002

Promo D'sian. Premium and toy designer.

2005

Reymono Toys.

CEO, Founder and Director.

2007-2012

Inflatables. Factory Manager and Creative Director.

Kay Internacional.

2013

Moose Toys

Senior Product Designer

2018

2001 Armo Diseño.

Exhibition and POP Designer.

2002-2005 Martin's Toys.

Innovation coordinator, Premium and toy design.

2006 Design Vision.

Exhibition and POP Senior designer.

2008-2011 Abba Tech & **Metmin Services.**

Creative Director.

2014-2017 **Cristian Bredee**

Toy and product design consultant.

2019-2021 The Walt Disney Company

Creative and Product **Development Manager** Toys, Outdoor & CE

EDUCATION



- -Bachelor in Industrial Design. CIDI. UNAM. 1998-2003.
- -Design III, Philadelphia College of Science.* USA. 2000
- -Montessori, Primary & high School. CEMAC Mexico.
- -Raised during infancy in Manchester, UK.

*Now named Thomas Jefferson University East Falls Campus

AWARDS



- 2012. "Reymono Brand", Wikia Design Prize winner for best brand evolution.
- 2009. Two World Records with the "Conectón", Acapulco, Mexico.
- 2008. "Spoonable". Architectural Digest. Best Industrial Design.
- 2008. "Rodobolos Toy" Bronze mention. Quórum Prize. Consumer Products.
- 2002. "Inflatable device for pregnant women". Winner, Industrias KAY.
- 2002. "Multitool design". Winner. Klein Tools Mexico.
- 2001. "Book Display" Finalist. Difusión Cultural UNAM.
- 2000. "Baby Bath Tub". Finalist. Prinsel Toys.

PROFESSIONAL CREDITS

- 2012. Selected to be part of the Book: "From Creativity to Innovation, 200 Mexican Designers".
- 2010. Selected designer to represent Mexico at Shanghai Expo 2010.
- 2009. First premium supplier to achieve a score of 10 in Bimbo-Barcel Group.
- 2007. Selected by the Mexican Chamber of Commerce to enter the new entrepreneur program.
- 2005. Plush toy design "Muerdesiliscus" selected to be part of the MUMEDI exhibition.
- 2003. Merit Diploma. Professional Thesis. "Multitool".
- 2003. ISO-9000 system. Innovation department. Martin's Toys.
- 2003. Advantage Diploma UNAM. (Top 3 students in Industrial design)
- 2001. Advantage Diploma. UNAM. (Top 3 students in Industrial design)
- 2001. Bombardier Transportation design contest. Diploma.
- 2001. Rotoplas design contest. Diploma.
- 2001. Eumex design contest. Diploma.
- 2001. Omir Pweter design contest. Diploma.
- 2000. El Oso design contest. Diploma.

TEACHING TRAJECTORY

CIDI, UNAM. Industrial Design Technical Advisor.

2003

2002

CIDI, UNAM.

2005

Professor. "Premium Toys".

Modo, The Foundry. Latin America Trainee.

2014-present

2019

1997-1998

INEA. Illiterate program, reading & math professor.

Architecture Faculty, UNAM.

Experimental Design professor. "Design Elements".

2010-2012

SAE Institute, Mexico City. Design professor. Design Basic Fundamentals & Design Theory.

Tecnológico de Monterrey

Design Professor. Querétaro Campus. Experience Design

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PERSONAL INFORMATION

Age: 44

Birth Date: 31 December 1977

Hobbies: Kadampa meditation, scotish bag pipes, painting, scuba diving, cooking, mountain biking...

Marital Status: Married Nationality: Mexican

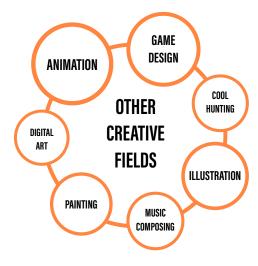


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further descriptions and references at www.cristianbredee.com

LANGUAGES



Spanish: 100% first native language.



English: 100% second native language.



Mandarin Chinese: Basic Level.

SOFTWARE

























Medium level:



LICENSE EXPERIENCE



Star Wars, Jurassic World, Pocoyo, Sponge Bob, Nemo, Frozen, Toys Story, Chamoy Distroller, Shrek, X-Men, Minions, Miffy, How To Train Your Dragon, Chicken Little, Selección Nacional de Futbol, Cars, DC Comics, Club BK Burger King, Shopkins, Superman, Kids Next Door, Spiderman, Transformers, Pandilla Telmex, CMLL, Marvel, Escudería Telmex, Angry Birds,

Hulk, Captain America, Heroes Verdaderos, Green Lantern, Super Campeones, Hamtaro, Ice Age, Bay Blade, Pokemon, Special licenses developed for: Olocoons (Bimbo), Colados (Bimbo), Galalacteos (Lala), Rodos (Reymono).

SPECIAL TRAINING

2022. "Sculpting course", Kadampa Art Studio, UK.

2012. "Plastic Recycling", IMPI.

2007. "Retail Sales". Morgan & Moore Global Consulting de México.

2006-2017. "Meditation training" NTK - IKBU.

2001 "1st Latin American Design Congress". Havana, Cuba.

2000. "Swedish ceramics". Post graduate school CIDI, UNAM.

1995-1997. "Painting". Talleres de Coyoacán.

PUBLICATIONS

Nickelodeon, Cartoon Network, Promoimagics, Architectural Digest, Eres, Revista Seven, Podio MX, El Universal, Prodigy, Sol de Acapulco, Hecho en México, La Cuchara, Emprendiendo en México, los 40 principales, Olocoons cartoon Channel 5 XHGC. El Financiero, book "De la creatividad a la innovación, 200 diseñadores Mexicanos." ("From Creativity to Innovation, 200 Mexican Designers").

EXHIBITIONS

2016. Franz Mayer Museum, Mexico City.

2005. MUMEDI design musuem, Mexico City.



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INTERESTING FACTS & FAILS

2010. Every mexican kid (ages 6-12) played in average with 20 of my toy creations.

Up to 2010 I reached my peak rate of toy production. 1,200,000,000 total.

2021. Managed the design approval of more than **2,800 Disney** products a year.

Realationship with over 80 toy brands worldwide.

2012. Invited to be INTEX toys Global Design Manager in Xiamen, China. Project failed due to contract settlement.

2004. With a team of 4 designers and one month work, I coordinated and helped design the Olocoons, a project for Grupo Bimbo. Charts from 2004 say it turned to be kids favourite toy brand in Latin America.

A TV show was created with the characters of the toys.

2009. Signed a contract for 12 MM with **Grupo** Bimbo to sell for the next 5 years 1.2 billion of my patented toys.

Contract got cancelled in the 4th year due to new Mexican government regulations that avoid in-pack toys in kid's food.

2002. Selected by Fundacion Telmex to do a master degree at MIT, Media LAB in Boston, Mass, USA.

Project failed due to adjustments on scholarship agreement.

2017. Considered to be one of Mexico's most experienced Toy Designers.

Due to diversity and complexity of projects.

2012. Invested in new and "old" toy products for my company

Two of my major suppliers ran out of business. Despite contracts, pieces were never delivered, investment capital was not refunded, and my company Reymono was pushed to close. Reymono.

2006. I was developing my **Reymono start-up** business, had a full time

2005. Invited to be Creative Leader for **Maxx Marketing** in Los Angeles, California, USA.

Project failed due to new company migration policies.

job in Design Vision and had chinese lessons at the same time.

2006. Invented worlds first reusable die-cut foldable spoon.

Project won best industrial design in 2008 by Arch Digest.

2008, Ronnen Harary, Spin Master Co-Founder & Chairman was interested in buying my newly released toy Rodobolos.

Due to my expectations with my start-up Reymono Idid not sell.

2009. Acapulco Bay. While trying to break a Guinness World Record ("longest floating human chain") with my inflatable toy named Conecton, without notice broke two other world records instead.

"longest inflatable structure" (1.6 miles) and "most amount of people on inflatable device" (560 people)... easy.

2015. Invited to **LEGO HQ** in Billund, Denmark, for Design Manager in Product Technology position.

"After a tuff decision another person got the job". LEGO HR

2012-2016. After 4+ years of reasearch and work, I reinvented the street traffic-light design and function for the SEMEX-INMER alliance. The first place in the world to use this new system will be Mexico City in the year 2019.

