

CARLOS VILLARREAL KWASEK

VISUAL DESIGNER
UI • UX

Contact

Portfolio

<http://www.carlosvk.info/portfolio/>

Web Site

www.carlosvk.info

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Phone

+46 735 460 445

Education



University of Hertfordshire
Master's degree, Illustration
2014 – 2016



Vancouver Film School
Diploma, 3D Animation & VFX
2005 – 2006



Universidad San Francisco de Quito
BA, Graphic Design
BA, Multimedia Animation
1997 – 2002

Additional Information

Advanced English, Spanish and Polish.
Elementary Swedish.

Polish / Ecuadorian citizenship.

Summary

I make video games because I have a passion for storytelling. I believe that storytelling is at the core of every game and I feel rewarded and motivated when I see players engaged and dedicated. As a Visual Designer I focus on UI/UX, Illustration and Concept Development. I consider myself a problem-solver. I work fluently with the production team and I have strong organisational skills. My long term goal is to become a Lead.

Selected Experience

DICE EA
November 2016 -
present

2D Artist
Project: **Battlefield V (2018)**
Battlefield 1: They Shall not Pass (2017).
Position: **UI Artist**.



Carlos Villarreal K
January 2015 -
October 2016

Freelance Designer
Project: **Need for Speed (2015)**.
Position: **UI Artist**.
Client: **GHOST, Electronic Arts**.



Project: **Andean Sky (2016)**.
Contribution: **Creator, writer, illustrator, developer**.
Award: **Thesis project for MA in Illustration**.

Amerisis
February 2015 -
May 2015

Concept Artist (Contract)
TSAMARU. Character Design and Illustration for
the board game based on Ecuadorian Folklore.



OSCE
October 2014 -
March 2015

Graphic Designer / Illustrator (Contract)
Graphic Designer and Illustrator for the **Security
Community Magazine**. Printed and Digital
distribution through 57 countries.



GHOST EA
September 2012 -
December 2014

UI Artist
I worked as UI and Motion Graphics
Artist for **Need For Speed Rivals** and
Need For Speed (2015).



DICE EA
March 2012 -
June 2012

Cinematics Artist
I worked on Levelation for
Battlefield 4.



Starbreeze
August 2011 -
February 2012

Motion Graphics Artist / Video Producer
Syndicate. I was leading the Video Department at
Starbreeze. We were responsible for the video and
motion graphics content. The material was created
in-house and also by outsourced studios.



Eurocom
September 2008 -
January 2011

CG Compositor
Compositing and Motion Graphics for **GoldenEye 007**,
Vancouver 2010, **GForce** and **Ice Age 3**.
Character Animator for **Dead Space Extraction**.
UI Artist for **Rio**.



Prime Focus
May 2007 -
September 2008

Character Animator / CG Generalist
Character Animation & VFX for **Commercials**
and **Film**. Concept Design, Look Development and
3D Generalist artist.



Complete Experience available at <https://www.linkedin.com/in/carlosvk/>