

CARLOS VILLARREAL KWASEK

DESIGNER
UI • Mograph • Concept

Contact

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

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+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 am an experienced Game Developer with focus on User Interface, Motion Graphics and Concept Development. I work fluently with the production team and I have great organizational skills. I have worked on AAA games for Gen4, Gen3 and PC. I also have experience with Web Development and Desktop Publishing.

Selected Experience

DICE EA November 2016 - present	2D Artist Project: 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/>