

# CARLOS VILLARREAL KWASEK

DESIGNER  
UI • Mograph • Concept

## Contact

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

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## Education



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



Vancouver Film School  
Diploma with honors.  
Diploma, 3D Animation & VFX  
2005 - 2006



Universidad San Francisco de Quito  
Honors: Summa Cum Laude  
BA, Graphic Design  
BA, Multimedia Animation  
1997 - 2002














## Additional Information

Polish and Ecuadorian citizenship.  
Professional proficiency in **English**,  
native proficiency in **Polish** and  
**Spanish**, elementary proficiency in  
**Norwegian**.  
UK Driving license.

## 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.

## Experience

DICE EA November 2016 - present	2D Artist (Staff) Unannounced projects.	 
Carlos Villarreal K January 2015 - October 2016	Independent Contractor Project: <b>Need for Speed (2015)</b> . Position: <b>UI Artist</b> . Client: <b>GHOST, Electronic Arts</b> . Project: <b>Andean Sky (2016)</b> . Contribution: <b>Creator, writer, illustrator, developer</b> . Award: <b>Thesis project for MA in Illustration</b> .	
Amerisis February 2015 - May 2015	Concept Artist (Contractor) <b>TSAMARU</b> . Character Design and Illustration for the board game based on Ecuadorian Folklore.	
OSCE October 2014 - March 2015	Graphic Designer / Illustrator (Contractor) Graphic Designer and Illustrator for the <b>Security Community Magazine</b> . Printed and Digital distribution through 57 countries.	
GHOST EA September 2012 - December 2014	UI Artist (Staff) I worked as UI and Motion Graphics Artist for <b>Need For Speed Rivals</b> and <b>Need For Speed (2015)</b> .	 
DICE EA March 2012 - June 2012	Cinematics Artist (Staff) I worked on early stages of <b>Levolution</b> for <b>Battlefield 4</b> .	 
Starbreeze August 2011 - February 2012	Motion Graphics Artist / Video Producer (Staff) <b>Syndicate</b> . I was leading the Video Department at Starbreeze. We were responsible for the video and motion graphics content. I also contributed with UI.	
Eurocom September 2008 - January 2011	CG Compositor (Staff) Compositing and Motion Graphics for <b>GoldenEye 007</b> , <b>Vancouver 2010</b> , <b>GForce</b> and <b>Ice Age 3</b> . Character Animator for <b>Dead Space Extraction</b> . UI Artist for <b>Rio</b> .	
Prime Focus May 2007 - September 2008	Character Animator / CG Generalist (Staff) Character Animation & VFX for <b>Commercials</b> and <b>Film</b> . Concept Design, Look Development and 3D Generalist artist.	
USFQ March 2003 - September 2005	Graphic Designer (Staff) Graphic Design for Publishing and Web Design. <b>Instructor (Part Time)</b> 3D, digital painting and life drawing.	
ADN Digital August 2002 - March 2003	CG Artist (Staff) Look Development for TV series <b>La Combi</b> and <b>Travesía</b> .	