

# CARLOS VILLARREAL KWASEK

DESIGNER  
UI • Mograph • Concept

## Contact

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

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## 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 a Visual Designer working in the video games industry. I focus on UI, Illustration 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: <b>Battlefield V (2018)</b> <b>Battlefield 1: They Shall not Pass (2017)</b> . Position: <b>UI Artist</b> .	
Carlos Villarreal K January 2015 - October 2016	Freelance Designer 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 (Contract) <b>TSAMARU</b> . 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 <b>Security Community Magazine</b> . Printed and Digital distribution through 57 countries.	
GHOST EA September 2012 - December 2014	UI Artist 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 I worked on Levelation for <b>Battlefield 4</b> .	
Starbreeze August 2011 - February 2012	Motion Graphics Artist / Video Producer <b>Syndicate</b> . 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 Composer 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 Character Animation & VFX for <b>Commercials</b> and <b>Film</b> . Concept Design, Look Development and 3D Generalist artist.	

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