

Game Developer | Art Director | Multi-disciplinary Artist

Professional Summary

Creative and experienced Game Developer with a diverse background in animation, graphic design, and multimedia. Passionate about shaping memorable player experiences, with extensive expertise in games, UI/UX, character animation, VFX, and art direction. Proven track record of leading teams and collaborating across disciplines to deliver high-quality, visually immersive games.

Core Skills

Art Direction, Character Animation, Motion Graphics, UI/UX Design, Team Leadership, Cross-Functional Collaboration, Art Guidelines, Concept Art, Visual Storytelling, Branding & Marketing.

Professional Experience

Below is a summary of the most significant positions I have held. For a complete overview of my professional background, please visit my LinkedIn profile: <https://www.linkedin.com/in/carlosvk/>

Art Director & Co-Founder

Wild Games | December 2019 – December 2024 | Stockholm, Sweden

- Directed the art team to deliver visually engaging experiences for mobile games.
- Developed art guidelines and maintained visual consistency across projects.
- Managed outsourcing teams and provided feedback.

UI Artist

DICE (EA Digital Illusions CE AB) | Nov 2016 – Sep 2019 | Stockholm, Sweden

- Designed and implemented in-game UI elements, including menus, HUDs, and icons for **Battlefield 1** and **Battlefield V**.
- Collaborated with the online team to refine and expand the existing web kit, creating art guidelines to ensure visual consistency with the game's overall art direction.

UI Artist

GHOST EA | September 2012 – December 2014 | Gothenburg, Sweden

- Designed and implemented in-game UI elements, including menus, HUDs, and icons for **Need for Speed Rivals** and **Need for Speed (2015)**

Video Producer

Starbreeze | August 2011 – February 2012 | Uppsala, Sweden

- Led the video department for **Syndicate**, producing motion graphics and cinematic sequences.

CG Compositor

Eurocom | Sep 2008 – Jan 2011 | Derby, United Kingdom

- Contributed with MotionGraphics to **GoldenEye 007**, **Vancouver 2010**, **G-Force**, and **Ice Age 3**.
- Specialised in character animation and MOCAP for **Dead Space Extraction**.

Character Animator

Prime Focus London | May 2007 – September 2008 | London, United Kingdom

- Created high-quality character animations, 3D assets and VFX for commercial and film projects.

Education

University of Hertfordshire | 2014 – 2016 | Online / London, United Kingdom

Master of Arts (M.A.) in Illustration (Visual Communication) – Distinction

Vancouver Film School | 2005 – 2006 | Vancouver, Canada

Diploma in 3D Animation & VFX – Honours (Overall grade 95.17%) – Scholarship Winner

Universidad San Francisco de Quito | 1997 – 2002 | Quito, Ecuador

Bachelor of Arts (B.A.) in Graphic Design – Summa Cum Laude – Academic Excellence Award

Bachelor of Arts (B.A.) in Multimedia & 3D Animation – Summa Cum Laude – Academic Excellence Award