

# CARLOS VILLARREAL KWASEK

ARTIST - ART DIRECTOR

## Contact

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

Web Site  
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## Education



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



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



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

## Additional Information

Language skills:  
Full proficiency in English.  
Native Spanish and Polish speaker.  
B1 level Swedish knowledge.

I am a Game Developer with many years of experience in the Games Industry and Post Production. Currently I'm an Art Director at Wild Games creating experiences for mobile games. Fine Art has always been the backbone of my practice. I love this job and I love creating new experiences for players.

## Experience

**WILD GAMES**  
December 2019 - present

**Artist & Co-Founder**  
Artist and co-founder of independent mobile game studio Wild Games in Stockholm, a studio backed by Supercell.



**DICE EA**  
November 2016 - September 2019

**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**.

**CARLOS VILLARREAL KWASEK**

Project: **Andean Sky (2016)**.  
Contribution: **Creator**.  
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 Levolution 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 UK**  
May 2007 - September 2008

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



Between 2002 and 2005 I worked in Ecuador with **Motion Graphics** for advertisement at **ADN**; **Publishing** and **Web Design** at **USFQ Press**; **Education** at the **University San Francisco de Quito** and **Animation** for independent projects.  
More details available at <https://www.linkedin.com/in/carlosvk/>