

# CARLOS VILLARREAL KWASEK

## ARTIST

## Contact

Portfolio

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

Web Site

[www.carlosvk.info](http://www.carlosvk.info)

Email

[carlos@carlosvk.info](mailto:carlos@carlosvk.info)

Phone

+46 735 460 445

## 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: Advanced English,  
Spanish and Polish. Elementary  
Swedish.

Nationality: Polish and Ecuadorian  
citizenship.

As an Artist I believe that Games are an art form and that is why I am passionate about making them. I believe that play is a positive activity and I feel rewarded when I see players enjoying the games that I make.

## 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 of Quito** and **Animation** for independent projects.

More details available at <https://www.linkedin.com/in/carlosvk/>