CARLOS WEISER, AIA

Designer - Art Director - 2D/3D Artist - FL Registered Architect

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NAME / CONTACT

EXPERIENCE

02. 2016 – 11. 2020 — NBCUniversal - Universal Creative *Orlando, FL*
Sr. Show Set Designer / Show Set Lead
Lead the show set design team in the production of drawing sets and 2D/3D assets. Coordinate all Show departments and Ride Engineering while overseeing Show Set team to create well coordinated attraction packages. Collaborate with facility partners to ensure creative intent is mantained. Supervise production and installation of show set items, provide field art direction, and field coordination between multiple show vendors and consultants.

08. 2015 – 02. 2016 — Primal Math *Contract Work*
Artist
Develop concept and vector art for mobile games. Rendered illustrations for marketing purposes. Concept artwork for interactive books.

08. 2015 – 02. 2016 — America's Escape Games *Contract Work*
Challenge Design Consultant
Develop concepts, ideas and artwork for escape room challenges.

12. 2014 – 08. 2015 — Florida Interactive Entertainment Academy *Orlando, FL*
Lead Artist | "Lanterns" (PC Game)
Supervised and directed the art and animation team. Designed the game's visual style and oversaw the production of all visual material throughout the game's development. Created all 2D concepts, textures and 3D character models.

02. 2013 – 07. 2014 — RMPlus *Orlando, FL*
Designer
Project leader and BIM coordinator; production and QA/QC of construction documents; coordination with consultants, contractors and clients; construction administration; coordination of project specifications.

09. 2005 – 02. 2013 — Morris Architects *Orlando, FL*
Designer
Design of various entertainment and hospitality facilities; Creation of 3D models; production of construction drawings; selection of finishes, materials and coordination with vendors; coordination with consultants; review of submittals and RFIs; construction administration.

EDUCATION / AWARDS

UCF - FIEA
Orlando, Florida (December 2015)
Degree: MS in Interactive Entertainment

Universidad Simón Bolívar
Caracas, Venezuela (November 2002)
Degree: BS in Architecture, 5-year program.

Platinum Studios
Comic Book Challenge 2008
1st place winner of the 2008 PS Comic Book Challenge for the unpublished graphic novel "The Armageddon Chronicles" (Writer/Penciler)

U.S. Patent and Trademark Office
U.S. Patent granted on 09/03/2019
Invented a new ride system for themed parks

SOFTWARE & SKILLS

Graphics Software:
Adobe Photoshop | SketchBook Pro
Adobe Illustrator | InDesign

Architectural Software:
Revit | Autocad Architecture

Game Engines:
Unreal Engine 4

Modeling Software:
3DSMax | ZBrush |
Maya | Sketch-Up
Substance Designer/Painter

Other:
Show Set Design | Attraction Design
Free Hand Drawing | Fluent in Spanish