






CARLOS WEISER

2D/3D Artist

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12. 2014 Present **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. Designed and created game UI and logo

01. 2015 Present **Florida Interactive Entertainment Academy** *Orlando, FL*

2D & 3D Artist | "Flamingo Swing" (Cinematic - 1m15s)

Created character concepts and models. Developed environment textures and foliage assets.

02. 2013 07. 2014 **RMPlus** *Orlando, FL*

Designer

Project leader and BIM coordinator; production of construction documents; coordination with consultants, contractors and clients; QA/QC of construction documents; construction administration; coordination of project specifications; review of submittals, RFIs and sketches.

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; production of mod docs and field reports.

02. 2005 09. 2005 **Zimmers Associates** *Philadelphia, PA*

Project Manager

Recollection of data; code review; creation of zoning plans for Building Department; design of family dwellings and coordination with various consultants.



Florida Interactive Entertainment Academy (FIEA - UCF)

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

Winner as writer and penciler of the graphic novel "The Armageddon Chronicles"

Comic Book Challenge 2008

FUNDAYACUCHO

Academic Merit Scholarship from the Venezuelan Government

Premio al Talento 1991



Modeling Software:

Maya | ZBrush | Mudbox | Sketch-Up
Substance Designer/Painter

Graphics Software:

Adobe Photoshop | SketchBook Pro

Architectural Software:

Revit | Autocad Architecture

Game Engines:

Unreal Engine 4 | Unity

Other Software:

Jira | Perforce | Microsoft Office

Other:

Fluent in Spanish | Free Hand Drawing