

# Nicolás Villarreal Kwasek

## Environment Artist

www.nicolasvk.com  
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## Curriculum Vitae

### Objectives:

Become an Environment Artist in a AAA Video Game.

### Personal Information:

Name: Nicolás Villarreal Kwasek  
Date of Birth: March 13, 1985  
Nationality: Polish  
Language: Fluent in Spanish, English, Polish

### Summary:

- Good low and high poly modeling skills
- Good knowledge of video game development workflow
- Good communication and team work
- Fast software learning
- Academic background in traditional art and photography

### Experience:

#### Owner / Game Designer, Sound and Graphics developer

##### [Cat on the Roof SW](#)

<http://www.catontheroofsw.com>

06 / 2008 - present

Founder of Cat on the Roof SW. Released first game for the mac: Rollster

#### Teacher

##### [Universidad de las Americas](#)

[www.udla.edu.ec](http://www.udla.edu.ec)

10 / 2007 - 07 / 2008

Worked as 3D Modeling teacher in Maya. Average class size: 13 people.

#### Illustrator

##### [Trainplayer](#)

[www.trainplayer.com](http://www.trainplayer.com)

09 / 2007 - present

Worked as illustrator doing backgrounds for train simulation video game.

#### Modeler & Texture Artist

##### [Bakno](#)

[www.bakno.com](http://www.bakno.com)

09 / 2007 - 04 / 2008

Worked in video games doing models, textures and animations using Maya and Unity. Games developed: MacPinball and SpacePig.

#### Graphic Designer

##### [Ecuavisa Internacional TV Channel](#)

09 / 2005 - 05 / 2006

Responsible for doing artwork for TV show "Ozmosis".

**Graphic Designer****Gazeta Wyborcza**[www.wyborcza.pl](http://www.wyborcza.pl)

05 / 2005 - 08 / 2005

Internship at newspaper as graphic designer for the summer in Lodz, Poland.

**Teacher****Universidad Israel**[www.uisrael.ec](http://www.uisrael.ec)

01 / 2005 - 03 / 2005

Gave seminar for Adobe After Effects. Class size: 25 people.

**Modeler & Texture Artist****Brutal Entertainment**

05 / 2004 - 08 / 2004

Responsible for models of buildings and characters for video game "Pugna de Poder". Quito - Ecuador.

**Graphic Designer****Compujuegos**

05 / 2004 - 08 / 2004

Responsible for doing video game magazine (3rd edition).

**Education:****Universidad San Francisco de Quito**[www.usfq.edu.ec](http://www.usfq.edu.ec)

Graduated in 2007

B.A. Digital Art and Multimedia

Minor in Illustration

Magna Cum Laude

**Software:**

Maya ZBrush Unity Unreal Editor Photoshop Illustrator	After Effects Dreamweaver Flash Office Final Cut
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**References:**

Jim Dill CEO TrainPlayer <a href="mailto:jim@trainplayer.com">jim@trainplayer.com</a>	Eduardo Villacis USFQ Professor <a href="mailto:eduardo.villacis@gmail.com">eduardo.villacis@gmail.com</a>	Hugo Burgos USFQ Dean <a href="mailto:hburgos@usfq.edu.ec">hburgos@usfq.edu.ec</a>
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