



Education

- 09.2011 – 02.2014 **Master of Arts in Lucerne University of Applied Sciences and Arts in Design with a major in "Animage" with a specialization in Animation**
Lucerne University of Applied Sciences,
Master's thesis "Efficiency in Animation"
Master practical thesis "Animals in Danger: in the Philippines"
- 09.2007 – 07.2010 **Master of Arts in Lucerne University of Applied Sciences and Arts in Design/ FHZ in visual communication with a specialization in Animation**
Lucerne University of Applied Sciences,
Theory work "Philippine Animation"
Bachelor practical work "Sabong"
- 08.2005 – 07.2006 **School of Design**
Aarau, Aargau



Further education

- 09.2021 – Aktuell **FocusMedia**
- UX Design Advanced
 Deepening knowledge of Figma and Adobe XD
- studio production
 Studio shot with green screen, camera work,
 Light installation and sound recording
- Webflow beginner
 Basic knowledge and interface
- social media
 Briefing about creation and production to final reporting
- 09.2021 – 12.2021 **Google UX Design Professional Certificate**
- Completing the design process from beginning to end:
 empathizing with users, defining their pain points, coming up with ideas
 for design solutions, creating wireframes and prototypes, and testing
 designs to get feedback
- 10.2020 – 11.2020 **California institute of the Arts, UX Design**
- Build wireframes & low-fidelity prototype
- Start the UX Design process:
 Empathize, define, and ideate



Internship

- 09.2014 – 12.2014 **2D Animator und Background Artist, Cutting Edge Production**
Manila, Philippines
- 04.2007 – 07.2007 **Graphic Designer, D-Sign**
Biel-Benken, Baselland
- 04.2007 – 07.2007 **Camera assistant & Editor, Soundgallery**
Basel, Basel-Stadt



Interests & hobbies

Digital art design, concept art, illustrations for postcards and
Drawing self-portrait, gardening, camping, hiking, grilling,
Cycling, swimming, films and series

Start of employment

Immediately

References

Are available and will be made upon request
gladly handed over



«I bring movement into the picture and make it through dynamic content the viewer to pick up emotionally.»

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CARLO ROMAN PICASO

Motion Graphic & UI/ UX Designer

Personal details

Surname Picaso
 First name Carlo Roman
 address Wallisellerstrasse 25
 8152 Glattbrugg
 birth date 13. Mai 1986
 nationality Schweiz
 Hometown Liestal BL
 civil status Married

Computer skills

Adobe CC
 AfterEffects ★★★★★
 Premiere ★★★★★
 Photoshop ★★★★★
 Illustrator ★★★★★
 InDesign ★★★★★
 Audition ★★★★★

UX Toolkit
 Figma ★★★★★
 XD ★★★★★
 Sketch ★★★★★

Apple Software
 Final Cut Pro ★★★★★
 Logic Pro ★★★★★
 Motion ★★★★★

3D Toolkit
 Element 3D ★★★★★
 Blender ★★★★★
 Cinema 4D ★★★★★
 Maya ★★★★★

MS Office
 Word ★★★★★
 Excel ★★★★★
 Powerpoint ★★★★★
 Outlook ★★★★★

Language

German native language
 English conversation safe
 French Basic knowledge
 Filipino Basic knowledge
 Korean Beginner



Work experience

- 11.2021 – current **Video Editor & Motion Designer, ETH**
 - Development and implementation of instructional & explanatory videos
 - Filming and editing interviews
- 09.2021 – Aktuell **Senior Motion Graphic Designer & UX Designer, FocusMedia**
 - Expansion of competencies in the specialist areas of UI & UX design
 - Workshop leader "Go fast with Adobe Premiere"
 - Studio recording and post-production "AWA St. Gallen Films"
- 02.2021 - 06.2021 **Private lessons**
 - Character design and comic storytelling
 - Constructive drawing and color theory
 - Handicraft course to promote motor skills
- 04.2021 – 08.2021 **Graphic & Motion Designer, Evoq SA**
 - Responsible for creating icons, infographics and animations
 - Conception and creation of videos from keywords
 - Advice on motion visual design solutions for product teams / UX designers
 - Creation of concepts and analysis of the software environment
- 04.2018 – 03.2021 **Senior Motion Graphic Designer, CH Media**
 - Responsible for the coordination and production of national TV trailers
 - Manage and review OnAir design and templates
 - Production of TV billboards and TV inserts
 - Implementation of cinema trailer spots and advertisements
 - Design of layouts and graphics for print media (posters, photographs
 Editorial office, newspapers, magazines, brochures and advertisements)
 - Creation of concepts for social media graphic design
 - Management of graphic and film material
 - Responsible for trainees and talent acquisition
- 10.2015 – 03.2018 **Motion Graphic Designer, 3+ TV Network AG**
 - Responsible for creating TV billboards and advertisements
 - Conception and implementation of an intranet communication strategy
 - Editing of images and printing materials
 - Management of animation elements
 - Video production of television programs
- 08.2010 – 09.2015 **Independent work**
 - Production of explanatory videos for KPMG, IBM, Zurich Zoo, EXPO Milano, among others
 - Realization of music video for Nicole Jo, Joy Ellis and BopAlloy, among others
 - Logo development and graphic work for start-ups companies
 - Stop-motion animation workshop at the "Fantoche" animation festival