Multimedia Producer & Designer

Carlos Peinado Matillas

Languages

English	B2
Spanish	C1 (native)
Catalan	C1 (native)

Contact

Barcelona, Spain

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Skills

Figma

Blender

Adobe Photoshop

Adobe Illustrator

DaVinci Resolve

Adobe After Effects

AI

Social

- in LinkedIn
- Instagram
- YouTube

Visit my portfolio at
https://carlospmat.com

Profile

I am Carlos, a Multimedia Producer graduated in Multimedia from the Universitat Politècnica de Catalunya with 2 years of experience in the sector. I design digital experiences by combining UX research, interfaces, and visual content. I work from user understanding to final production, integrating 3D, audiovisual, and interactive design. My goal is to create clear, functional, and visually refined solutions that address real needs.

Education

Bachelor's in Multimedia, Universitat Politècnica de Catalunya   Sep 2021 - Jun 2025

Training focused on the design and development of digital products, combining audiovisual, interaction, technology, and user experience.

IBM Prompt Engineering Course.   Jan 2026 - Active

Introductory course focused on the fundamentals of prompt engineering for generative artificial intelligence. The course covers best practices for designing clear and effective prompts to obtain accurate and useful outputs from generative AI models.

Google UX UI Course   Jan 2026 - Active

The Google UX Design Course provides a strong foundation in user-centered design, emphasizing usability, empathy, and accessibility. Throughout the program, students develop skills in UX research, design thinking, wireframing, prototyping, and design sprints. It also offers hands-on experience with Figma, guidance on building a professional portfolio, and practice in effective collaboration preparing learners for entry-level UX roles grounded in real-world, ethical design principles.

Experience

Content Creation, CITM   Sep 2023 - Oct 2024

At CITM, I was responsible for creating digital content, including video production and editing, graphic design, motion graphics, and photography. I also developed interfaces and websites applying UX/UI principles.

Video Producer, UPC   May 2024 - Oct 2024

At UPC, I worked as a video producer, handling production and editing, operating the camera, and developing visual pieces that combined photography and 3D VFX.

Multimedia Producer, Xpanse   Oct 2024 - Jan 2025

I led a team of multimedia content creators. Generative content was created in different resolutions for the multimedia content displayed at the Dubai event.