



Multimedia Producer

Carlos Peinado Matillas

Languages

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

Contact

Barcelona, Spain
(34) 640 743 800
peina2carlos@gmail.com

Skills

Figma	<div></div>
Blender	<div></div>
Adobe Photoshop	<div></div>
Adobe Illustrator	<div></div>
DaVinci Resolve	<div></div>
Adobe After Effects	<div></div>

Social

- LinkedIn
- Instagram
- YouTube

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.

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.

Projects

Unit 46, 3D Short Film Oct 2024 - Jan 2025
Unit 46 is a 3D animated short film I made as part of my final degree project.

Dani Inglada, Interview Oct 2024 - Jan 2025
This project is a documentary-style interview that tells the inspiring story of a man who lost his vision in a ship accident and found the strength to rebuild his connection to the sea.

Mind Quake, UX/UI Oct 2024 - Jan 2025
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