

CARLOS LORITE

Game Director | Creative Director | Filmmaker | CEO

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PROFESSIONAL PROFILE

Multidisciplinary filmmaker, director and creative with experience in film direction, production, production design, audiovisual development, games and transmedia. Currently combines business and creative leadership at Chaos Gates OÜ with the creation and development of Eons of Evolution®, a science-fiction universe spanning games, audiovisual, literature, podcast, visual design and digital platforms. Current work focuses on game direction, worldbuilding, narrative design, product development and multidisciplinary team coordination.

CURRENT LEADERSHIP & PROJECTS

CHAOS GATES OÜ 2025 - Present

CEO / Creative Director

Studio leadership and creative coordination across games, audiovisual, software and transmedia. IP development, team direction, production and product strategy.

EONS OF EVOLUTION® 2016 - Present

Creator / Showrunner

Creation and direction of a science-fiction transmedia universe. Narrative, worldbuilding, creative continuity and expansion across games, film, literature, podcast and visual media.

LONG WAY HOME 2022 - In Development

Game Director / Creative Director

Creative and game direction for a narrative science-fiction survival game in Unreal Engine 5. Oversight of narrative, player experience, visual direction, worldbuilding and multidisciplinary production.

SPACE OF SPADES In Development

Game Director

Creative direction and game development within the Eons of Evolution universe, coordinating narrative, visual and design direction.

CORE EXPERTISE

Game Direction

Creative Direction

Narrative Design

Worldbuilding

IP Development

Creative Production

Visual Development

Team Leadership

Unreal Engine 5

SELECTED LINKS

carloslorite.com

chaosgates.net

eonsofevolution.com

YouTube: @CarlosLorite

PREVIOUS EXPERIENCE

AQUELARRE STUDIO Direction / Project Coordination Coordinated film, audiovisual, multimedia and web development projects. The studio closed in 2025 with the launch of Chaos Gates OÜ.	2022 - 2025
SOUL REAPER PHOTOGRAPHY Visual Production / Artistic Photography Production design and art department work for artistic photography, alongside experimental and visual development projects. Currently on standby.	2018 - Present
CEV SCHOOL Audiovisual & Creative Teaching Teaching in workshops, software, film and design courses, with applied training in narrative, audiovisual production and digital tools.	2014 - 2022
FEC VILLAMAYOR Programming / Production Programming and production coordination for the festival.	2013 - 2019
ONAIR FILM FEST 2nd Assistant Director / Production Coordination Second assistant direction and production coordination for the festival.	2018 - 2022

SELECTED FILM & AUDIOVISUAL WORK

Vida bajo un seudónimo Documentary - Director - 2024	Dead Man Hand Director / Screenwriter - 2013
Black Brain Director / Filmmaker - 2014-2016	Una Historia Cualquiera Director / Screenwriter - 2013
The Room Director / Screenwriter - 2012	The Beyond Fiction / Franchise

EDUCATION & TRAINING

2021	Training in Unreal Engine
2019	Official course in International Co-production
2017-2018	Training in Maya and ZBrush
2012	HD Film Direction - CEV, Escuela de Comunicación, Imagen y Sonido
2009	Master in Screenwriting Creation & Development - Cineuropa
2007	Postgraduate Master in 3D Design & Animation
2006	Postgraduate Master in Web Design & 2D Animation
2005	Advanced Technician in Advertising Graphics - Mateo Inurria, Córdoba

TOOLS & TECHNICAL KNOWLEDGE

Unreal Engine 5
Blueprints / Gameplay Logic
Game & Narrative Design
Worldbuilding
Adobe Premiere Pro
After Effects / Photoshop
DaVinci Resolve
Blender / Maya / ZBrush
React / Next.js / TypeScript
Supabase / PostgreSQL
Vercel / Git / GitHub
C++ for Unreal (developing)

LANGUAGES

Spanish	Native
English	B2 / Professional working proficiency

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