



# Hugo Espinosa

3D GENERALIST

✉ [magnaomega@gmail.com](mailto:magnaomega@gmail.com)

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## Profile

I'm a passionate artist who loves to design and make Stylized characters and props, Always open to learning new ways and skills to achieve all the challenges. I like to share my experience and knowledge on my youtube channel ([Channel](#))

Graduated as a Digital Animator, with more than thirteen years of experience in Illustration and 3D Modeling of characters for video games.

Working as a freelance in different foreign video games companies and as a Professor of 3D modeling and animation at the School of Design ARCOS Professional Institute in Chile.

## Links

[Artstion Portfolio](#) [Youtube Channel](#) [Instagram](#) [3D Portfolio](#)

## Employment History

### Art Director, Pixel Studios Mexico, Mexico City

October 2015 — March 2020

Art Director, Character Design, 3D Modeler, animator, and illustrator, for mobile game "Clash of Warlords" ([Clash of Warlords Project](#))

## Education

### Digital Artist, Instituto Profesional Arcos, Chile

March 2004 — October 2008

Modeling studies, 3D animation and special effects

### Traditional Sculpture, Traditional Sculpture Workshop, Chile

2015

Using the traditional Sculpture to study of Human Anatomy,

## Skills

Blender 3D



Z brush



Adobe Photoshop



Substance Painter



## Courses

### Digital illustration Workshop

2014

### Traditional Sculpture Workshop

2015

## Extra-curricular activities

**Youtube Channel, Youtuber, Chile**

October 2017

I like share my experience and knowledge

## Languages

English



Spanish; Castilian



## Hobbies

Illustrate, Traditional Sculpture, 3D Modeling, Play Video Games, read books

## References

**Paco Ángel Santos from PixelStudio**

**Mexico**

paco.angel.santos@gmail.com



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