



# Hugo Andres Espinosa Arriagada

Character Design and 3D Artist Generalist

## SUMMARY

I'm a passionate artist dedicated to crafting 3D characters and stylized visuals. I'm constantly learning new skills to conquer creative challenges. With expertise in digital game modeling and texturing, I've built a significant career as an independent artist and 3D Modeling and Animation Professor. I value respectful communication, meeting deadlines, and strive to bring ideas to life with top-tier artistry and accountability.

## PROFESSIONAL EXPERIENCE

### ♦ BrewMasters Games - Lead 3D Modeler

*Apr. 2022 - Present*

Transforming 2D concepts into detailed 3D character and environment models. Integrating assets into Unreal Engine, ensuring functionality and optimization.

### ♦ Geon Gear - Character- Designer and 3D Modeler

*Jul. 2020 - Present*

Designing characters, 3D modeling, and texturing for mobile game.

### ♦ Instituto Profesional Arcos - Professor

*Mar. 2008 - Jul. 2019*

Teaching technical tools and fostering creativity in 3D modeling and animation. Classes in 3D Animation and Video Game Design programs.

### ♦ Pixel Studios - Illustrator and 3D Animator

*Jun. 2015 - Jan. 2018*

Designing and 3D modeling for Clash of Warlords, a medieval fantasy mobile game. Contributed visually appealing art to the game's universe.

### ♦ Sumersion Studio - 3D Modeler and Animator

*Jan. 2013 - Mar. 2013*

Character modeling and animations for "3DaysOfDarness," a first-person cosmic horror game.

### ♦ Yagantec - 3D Modeler and Animator

*Mar. 2011 - Apr. 2012*

Specializing in 3D modeling and animation for augmented reality in the "Kalakai School Network" educational project.

### ♦ Minga Producciones - Digital 3D Animator

*Jan. 2009 - Apr. 2009*

Creating 3D objects and effects for commercial advertisements.

### ♦ Loica design VFX and Film - 3D Animation Assistant

*Jun. 2007 - Aug. 2007*

Creating 3D material and special effects for advertisements and television programs.

## CONTACT

 Valparaíso, Chile

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

## SKILLS

- Character Design
- 3D Modeling for Video Games
- Texturing
- Illustration

## TOOLS

- Blender
- Adobe Photoshop
- Substance Painter
- Zbrush
- Unreal Engine

## LANGUAGES

- Spanish (Native)
- English (Intermediate)

## EXTRACURRICULAR ACTIVITIES

YouTube Channel: Sharing knowledge about 3D design and game development since Oct. 2017.

## LINKS

LinkedIn:

[www.linkedin.com/in/magnaomega](https://www.linkedin.com/in/magnaomega)

ArtStation:

[www.artstation.com/magnaomega](https://www.artstation.com/magnaomega)

YouTube:

[www.youtube.com/c/magnaomega](https://www.youtube.com/c/magnaomega)

