

Héctor Donoso



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I always dream of working in the video game industry. For certain economic reasons I have not been able to develop in education. Becoming self-taught, continuously learning the different parts of this beautiful art. I have little experience in the term "videogames". But if you give me the opportunity I can demonstrate my knowledge and a good level of meshing. Thank you very much for taking me into account and do not doubt that I will follow this path forever. Cordially greetings.

Backup page with several / old models

<https://www.facebook.com/Wavefront.obj/>

Portfolio

<https://hectordonoso.artstation.com/>

EDUCATION

Universidad Argentina de la empresa , Ciudad Autónoma de Buenos Aires — **Technician in videogame development**

March, 2013 - December, 2015

Career in development, abandoned for the moment for an economic issue. The career consists in the direction and planning of the work team. Passing through the different stages of development and consolidating general knowledge in the different branches. To cover the team and redirect them in the different problems that arise.

EXPERIENCE

Freelance— 3D designer draftsman

January, 2007 - PRESENTE

Design and development of toys in the plastic industry. More precisely plastic injection, stamping and blowing. Design of molds and knowledge of materials, for certain productions and design planning.

Rhythmic City— Product Owner

3, January, 2019 - Today

Video game project. In the development phase For the Unreal engine 4 platform, 3D scroller. I am dedicated to the direction of 9 members and modeling.

Programs

Powershape 2010 -2017
(Advanced)

Cinema 4D (Expert)

Zbrush (Advanced)- In learning

Photoshop (Advanced)- In learning

Maya 3D (Intermediate)- In learning.

Unity (Intermediate 3D)(Advanced 2D)

Unreal Engine 4 (intermediate)

Krita 2D (Advanced)

IDIOMAS

Native Spanish

Technical English
(intermediate)

