

Victor Hugo Dias de Sousa - Senior Character Artist

<http://www.vhugo.com/New3DIndex.html> - <https://www.linkedin.com/in/vhugo>

Brazilian. 34 years old, married and children

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Experience:

Senior Character Artist at Iron Studios Collectibles

May 2014 - Present - Responsibilities:

Create 3D digital statues for Marvel Comics, Disney and DC Comics licenses, here I had the pleasure to collaborate with ideas for battle dioramas, for example Superman vs. Doomsday was one of my ideas and we had the chance to work with the amazing Ivan Reis from DC Comics.

Freelance Character Artist at Zombie Studios

March 2014 - May 2014 - Responsibilities:

Modeling, texturing and rendering for Print Ads.

Remote Freelance Character Artist at Tendril Design + Animation Inc.

October 2013 - December 2013 and some jobs later - Responsibilities:

Modeling for Print and Animation.

Senior Character Artist at CuboCC/Iceland 2nd Nation

August 2011 - January 2013 - Responsibilities:

Modeling(low poly and high poly), texturing and rendering for Unity web based games, Print and Animation.

Senior 3D Artist at O2 Filmes

February 2009 - July 2011 - Responsibilities:

Modeling, texturing, rendering and compositing for tv spots and movies.

Senior 3D Artist at Pix Post Animation Studio

August 2007 - October 2008 - Responsibilities:

Modeling, texturing, rendering and compositing for tv spots.

Personal Profile:

I'm an awesome gamer and the king of nerds when the subject is comics and collectibles. Oh yeah, I also study a lot of anatomy and hard surface modeling. I know that I have made difference in the places that I've worked because what I do is my passion. I was blessed to work and learn from some of the best in computer graphics, because of that I always pushed myself to be a better artist and exceed their expectation.

Awards:

CGHub Top Row, 3DTotal Gallery, 3DCreative Magazine Front Page, Game Artisans Top Row, 3D World Magazine Issue, CG Arena Gallery, Digital Mayhem - 3D Machine book, CGTalk Still Choice, Stash Magazine, ArtSation Popular.

Softwares:

3D/2D

ZBrush, 3DStudio Max, Mudbox, Mari, UVLayout, Topogun and Adobe(Photoshop, After Effects, Illustrator), Marvelous Designer, Substance Painter, Quixel.

Education:

Professional Courses

CGSociety Advanced Video Game Character creation with Katon Callaway - *Feb 2014 - April 2014*

3DTotal Professional 3D Game Character Creation with Alex Troufanov - *Jan 2014 - March 2014*

Traditional Sculpt and Anatomy with Glauco Longhi - *Oct 2011 - Jan 2014*

Transmutação Coaching with Rafael Grasseti and Pedro Toledo at Melies - *Oct 2012 - April 2013*

CGSociety Creature Texture Painting in Mari with Justin Holt - *April 2012 - June 2012*