

Alexandru Hotescu

3D Character Artist

alexandruhotescu@gmail.com

Summary

Hi, I'm Alexandru Hotescu and I specialize in 2D/3D graphics. I'm passionate about what I do, and I love to create. I am a fast learner and oriented towards constant evolution.

I am a "present day man" in the sense that I always fall in love with the piece of art that I am currently working on.

View my full portfolio at: <http://alexandruhotescu.wixsite.com/alexandruhotescu>

Experience

Senior 3D Artist/Character Artist

January 2017 - Present

Modeling and texturing 3d characters

Creating 2D/3D game assets

Artist

July 2009 - Present

As a freelancer I have worked for a wide range of clients. I have done everything from game graphics to traditional sculpture. I have worked on projects involving 3d printing, branding, illustration.

I am also proud to have participated in several art exhibitions.

2013

- EBienale group exhibit, hosted by Geroge Enescu Festival
- Batchelors exhibit in Parliamentary Palace at Brancusi Hall
- Group exhibit hosted by Universitatea Tehnica de Constructii Bucuresti

2012

- Group exhibit hosted by Universitatea de Arte Timisoara

2011

- "Usefully Glossy" group exhibit, hosted by The ONE magazine at Iqonique Class Studio
- Group exhibit hosted by Centrul Cultural Ungar

2D/3D Artist at T-Me Studios

January 2015 - January 2017 (2 years 1 month)

As part of a closely knit team I was immersed in creating quality graphic assets for mobile application themes (Launchers, Keyboards, SMS and others). The creative process I was apart of was immensely satisfying, allowing me to create works that, not only I was proud of, but were appealing to the end user on Google Play. I am able to say that I have themes that have reached 10 million downloads.

Softwares I have used: Photoshop, Illustrator, Animator, Zbrush, KeyShot, Unfold, Substance Painter, Marvelous Designer, Netfabb.

Cake Designer at Cofetaria Armand

April 2014 - November 2014 (8 months)

It was a interesting and challenging process that involved the creative process as well as manually creating custom confections such as sculpted figures, flowers, lace and other sugar works.

3D Artist at FUN labs

May 2012 - September 2012 (5 months)

As a part of a 12 people team I was in charge of creating ingame assets such as:

- characters,
- landscapes,
- terrains,
- weapons.

2D Artist

October 2009 - July 2010 (10 months)

Concept and design creation for animations, characters and landscapes

Apprentice Painter

December 2007 - September 2008 (10 months)

Mural painting

Apprentice Painter

July 2006 - June 2007 (1 year)

Mural painting

Education

Universitatea Națională de Arte din București

Sculpture, Sculpture, 2012 - 2015

Liceul de arta Carmen Silva, Ploiesti

Sculpture, Sculpture, 2006 - 2010

Honors and Awards

"Orasul - Simbol" First prize

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[Contact Alexandru on LinkedIn](#)