

# ALEJANDRO NAVARRO HOJMAN

## C# UNITY DEV, DIGITAL ARTIST, GAME DESIGNER

Hello!

I am Alejandro Navarro Hojman, an experienced C# Unity Dev, a Digital Artist, 3d Generalist, Video Game Developer and Designer, and also a Digital Music Composer with more than 16 years of experience working on professional projects, including customer relationships, projects direction, Professional Development and more.

**2006-2007:** Freelance artist for different smaller 3D projects and private teacher.

**2007-2009:** Lighting and material artist in professional 3D projects for important Real-Estate Agencies.

**2009-2010:** Freelance artist for different smaller Videogame Projects.

**2009-2018:** "Arcos Professional Institute" Teacher in 3D Animation and later Videogame Development careers.

**2011-2013:** ARKADIANAX, a 3D / 2D cooperative shoot 'em up was completely developed by myself as a personal project (from logic, art, and music). It was released on Desura.

**2011-2017:** In conjunction with two other partners, I founded Sumersion Studio (also Co-Director and Lead Artist).

Sumersion Studio was a professional Videogame and App development studio, where more than 50 projects were shipped for smaller and bigger clients, such as Hellmann's, Ambrosoli, Champion Katt, Rexona, Moletto, LAN Chile, Casino of Talca, and a lot more. Some personal Videogame IPs for PC were also developed and attended to GDC, 2015 looking for investment and publishing.

**2017-2019:** Attack of the Evil Poop, a crazy 3D videogame project was developed by myself and released on Steam with multiplayer functionalities, Steam cloud, 6 languages, controller enabled, and more.

**2018-2020:** Technology Director and Project Manager in 3DMente to lead a talented team of artists and programmers to build a huge VR Mining Software (for risk prevention). It was funded by a Chilean government agency called Corfo, delivering USD \$250.000 approximately for development purposes. The software also had a multiplayer feature for HTC Vive and Oculus Rift S.

**2020-2022:** Freelance VR Developer and experienced Digital Artist for international clients located in North America and South America mainly. Also, a new well-crafted and high-quality IP for PC is under development, called SYNCHRONIZERS, currently looking for publishers and investment.



Some of my skills are:

### **Communication:**

- Great English and Spanish writing and speaking skills (Intermediate to Advanced).

I tend to be very clear in terms of communication when it comes to a person or a group of people.

Also, I try to be very graphic and my excellent drawing skills help me when it comes to explaining something important to others.

I have innate leadership skills and also I consider myself an empathic person so I try to help in problem-solving instead of just pushing, as a regular boss would do.

Also, I'm living in a rural zone but my internet connection is great. I'm currently using STARLINK, so communication is fluent.

### **Advanced Game Development Skills:**

- Game Design (Digital and analog)
- Models, textures, and animation implementation
- Lighting and Lightmaps
- GUI implementation
- Level Design
- Data save using XML
- Sounds and channel mixer
- Particle Creation
- Engine animations
- Steamworks knowledge (to upload games to Steam)
- C# Programming
- UX design

### **Advanced Digital Animation Skills:**

- 3D Modeling and sculpting characters and objects.
- Rigging and animation of objects and characters
- UV Maps
- Lighting and Rendering using V-Ray and built-in renderer.
- Video editing and Post-Producing

### **Illustration Skills:**

- 2D illustration (digital and analog)
- Digital retouching of photographs and renders
- Photomontage
- GUI design
- Character and object texturing

## Music and Sound:

- Digital Music Composition
- Sound design

## Softwares Used:

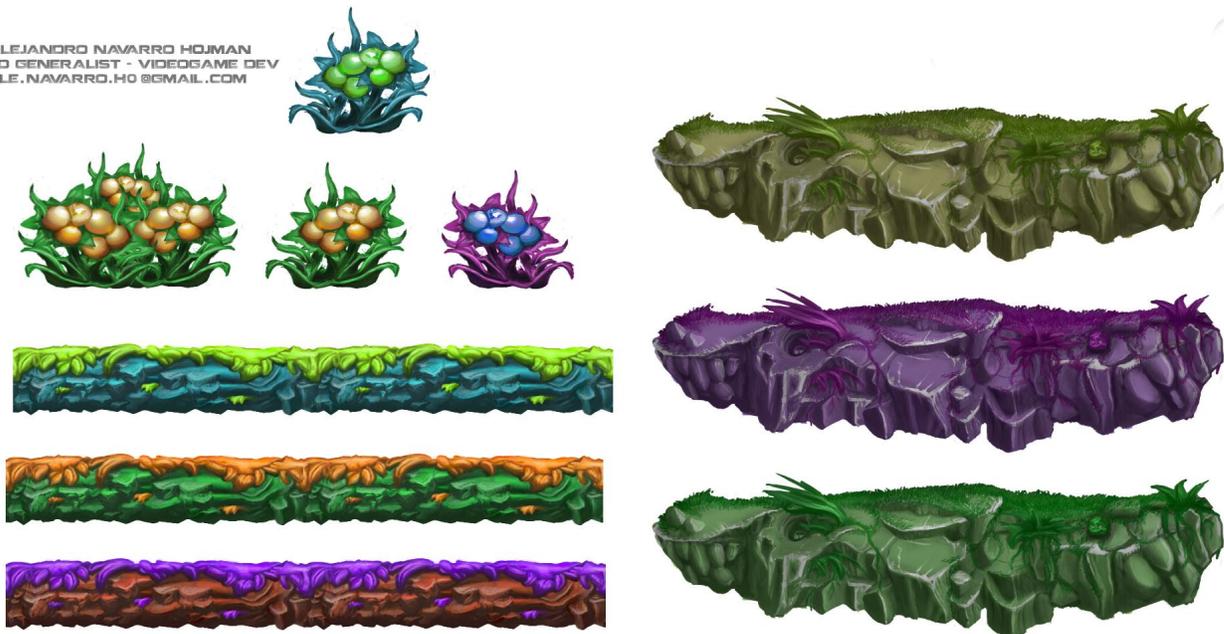
- Unity Engine
- Visual Studio
- 3ds Max + Vray
- Photoshop
- ZBrush
- Substance Painter
- Quixel Mixer
- After Effects
- Sony Vegas
- Fruity Loops
- Audacity
- Pixplant
- Steampipe (Steamworks)



And this is my portfolio as an Artist and Game Developer:

# SOME OF MY 2D PORTFOLIO

ALEJANDRO NAVARRO HOJMAN  
3D GENERALIST - VIDEOGAME DEV  
ALE.NAVARRO.HO@GMAIL.COM



ALEJANDRO NAVARRO HOJMAN  
DIGITAL ARTIST - VIDEOGAME DEV  
ALE.NAVARRO.HO@GMAIL.COM



Terapias  
ASC



ARKADIANA



ASCEND DIGITALLY



ALEJANDRO NAVARRO HOJMAN  
CG ARTIST - ARTISTA 3D  
ALE.NAVARRO.HO@GMAIL.COM







**ARKADIANAX**®

ALEJANDRO NAVARRO HOJMAN  
3D GENERALIST - VIDEOGAME DEV  
ALE.NAVARRO.HO@GMAIL.COM

DESURA

STEAM™



ALEJANDRO NAVARRO HOJMAN  
3D GENERALIST - VIDEOGAME DEV  
ALE.NAVARRO.HO@GMAIL.COM



# SOME OF MY 3D PORTFOLIO





## VENDOMATIC PROP - LOW POLY MODEL



**ANIMATED MODEL WITH  
TWO DIFFERENT SKINS**



**2K TEXTURES  
4.4K QUAD POLYGONS**



ALEJANDRO NAVARRO HOJMAN  
3D GENERALIST - VIDEOGAME DEV  
ALE.NAVARRO.HO@GMAIL.COM

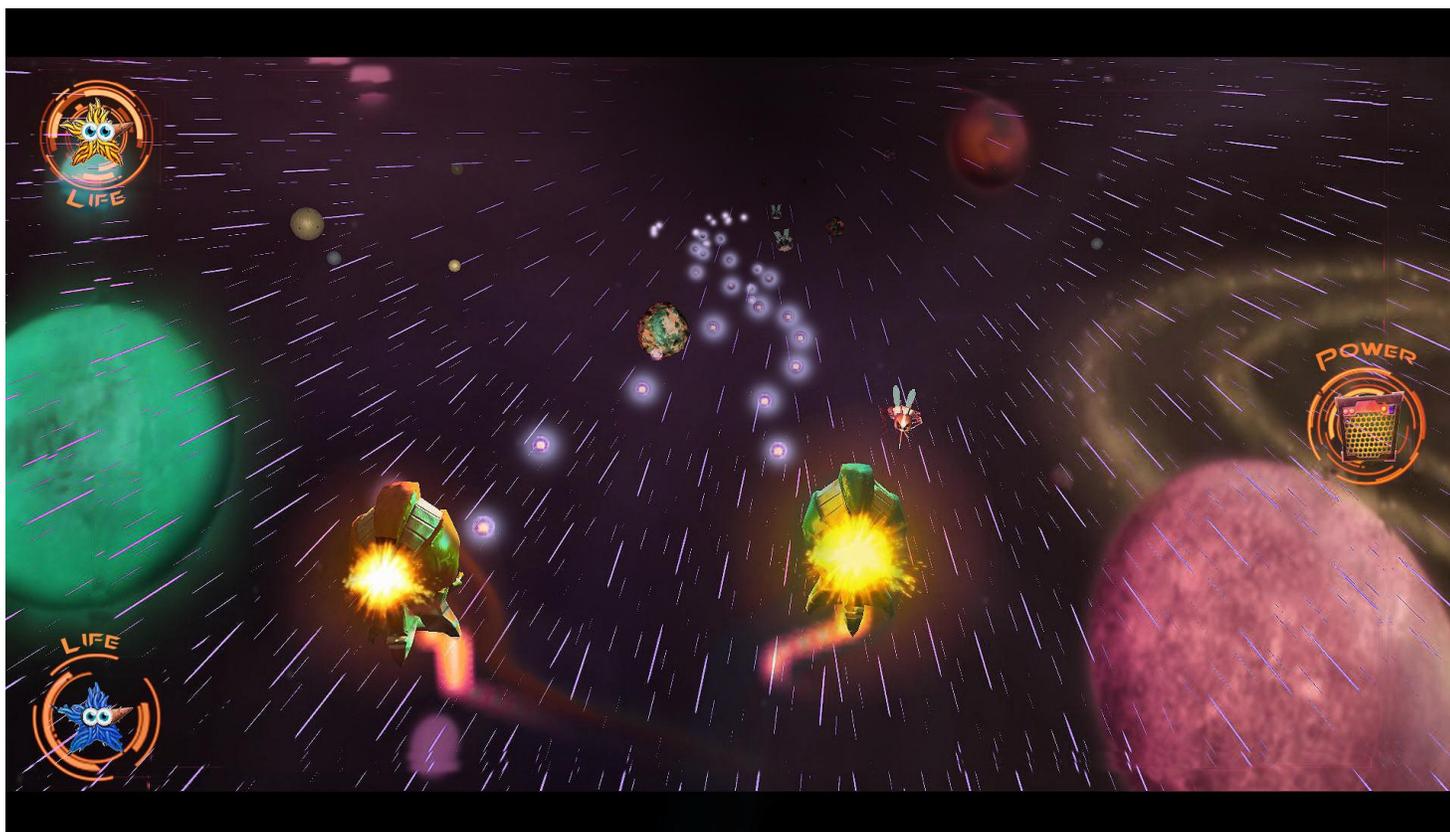


ALEJANDRO NAVARRO HOJMAN  
3D GENERALIST - VIDEOGAME DEV  
ALE.NAVARRO.HO@GMAIL.COM

# SOME OF THE GAMES I'VE DEVELOPED







# SYNCHRONIZERS

## UNDEAD MARINES



Game | Display 1 | 16:9 Aspect | Scale | 1x | Play Focused | Mute Audio | Stats | Gizmos

UNLOCKS AND UPGRADE A SPECIAL ATTACK TO BE USED BY THE TELEPORT BASE ONCE THE STRESS METER IS READY.

5588

5588

5588

- STARTING PRANA - LV. 1
- ADDS ONE MORE UNIT SLOT - LV. 1
- COMMAND CENTER SHIELD - LV3
- BASE REGENERATION - LV2
- BASE STARTING ENERGY - LV1
- UNITS FIRMWARE UPDATE - LV. 1
- BASE UPDATE - LV. 3

SHIELD 0 / 500

PRANA 0 / 500

EXP. 1963 / 3000

LEVEL 2

# SOCIAL MEDIA

## **Social Media Platforms:**

Website:

[www.alenavarroartist.com](http://www.alenavarroartist.com)

LinkedIn (Needs to be updated):

<https://www.linkedin.com/in/alejandro-navarro-hojman-5a986a45/>

## **My appearance in some media:**

Fox Sports:

<https://www.youtube.com/watch?v=ZWsdJeOjss8&t=0s>

Tecnociencia

<https://www.youtube.com/watch?v=70grryKxoSk&list=PLEmGXjIFsnEc3crD2yKL4fa8kRjXS5YQi&index=2>

TVN - 24 Horas

<https://www.youtube.com/watch?v=wdzekSfrrtw&index=4&list=PLEmGXjIFsnEc3crD2yKL4fa8kRjXS5YQi>

Vértice TV

[https://www.youtube.com/watch?v=3F32v\\_vmKLY&index=6&list=PLEmGXjIFsnEc3crD2yKL4fa8kRjXS5YQi](https://www.youtube.com/watch?v=3F32v_vmKLY&index=6&list=PLEmGXjIFsnEc3crD2yKL4fa8kRjXS5YQi)

## **Others:**

Unity Asset Store (as asset publisher):

<https://assetstore.unity.com/publishers/47602>

SoundCloud:

<https://soundcloud.com/user-761595827>

## **Some older projects:**

3 DAYS OF DARKNESS (Co-Direction, models, animations, Level Design) 2015

<https://www.youtube.com/watch?v=qYm0XMewCus&t=0s>

Reel Advergames 2014

<https://www.youtube.com/watch?v=9YQmGEhsmOA>

Reel EduGames 2014

[https://www.youtube.com/watch?v=QuI-k\\_dMc48](https://www.youtube.com/watch?v=QuI-k_dMc48)

Moletto (Direction) 2014

<https://www.youtube.com/watch?v=fvzV6HhZ0ds&t=0s>

Ambrosoli (Direction) 2013

[https://www.youtube.com/watch?v=1D\\_Rd3w2EsY](https://www.youtube.com/watch?v=1D_Rd3w2EsY)

Salvagonia (Some 2D assets, Gameplay Design) 2014

<https://www.youtube.com/watch?v=pMFYTZGWeLY>

Aplicación de Fonética (Some assets - Product Manager) 2015

<https://www.youtube.com/watch?v=m4gkTjMxiVs>

ALIENS MINI GAMES (Direction and assets) 2013

<https://www.youtube.com/watch?v=zyCu4AokdFE>

SUPER ROCKSTAR CREATURES (Direction, some 3d assets, and Game Design) 2011

[https://www.youtube.com/watch?v=c1WpEI05g\\_0](https://www.youtube.com/watch?v=c1WpEI05g_0)

ARKADIANAX (The whole development and creation) 2012

<https://www.youtube.com/watch?v=qZU-666Ds6c>

# CHARACTER BIO

**Complete Name:** Alejandro Navarro Hojman

**Date of Birth:** April 16th, 1986.

**Civil Status:** Married, no children (yet)

**Contact E-mail:** [ale.navarro.ho@gmail.com](mailto:ale.navarro.ho@gmail.com)

**Phone Number:** +56984346596

**Skype:** alejandro.navarro182

**Country of Residence:** Chile

**Spoken Languages:** Spanish (native) and English  
(Intermediate-Advanced)



**THANK YOU FOR READING!**

**GAME OVER**