



PABLO ESCRIBANO BASTANTE

3D Artist · Technical Artist · Unity 3D Developer

CONTACT DETAILS

 artpablo88@gmail.com

 695 413 164

 @pabloescribanobastante

 artpablo

 Valencia, Spain

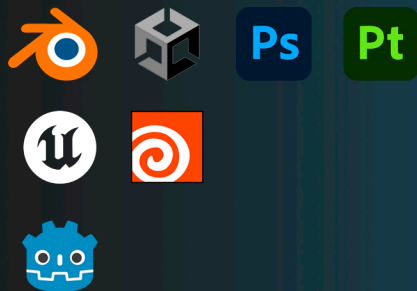
LANGUAGES

Spanish

Catalan

English: B2

SOFTWARES



EXPERIENCE

3D Artist for XR Applications (LabLENI - UPV)

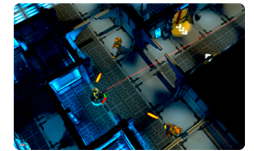
sept. 2020 - jan. 2026

- Created 3D environments and props for XR applications focused on medical research, neurorehabilitation and brain injury.
- Created 3D environments for industrial applications.
- Texturing, lighting and rendering.
- Video editing.
- UI design.

Freelance 3D Generalist

sept. 2018 - sept. 2020

-Project: SPACE REVENGE
Released on Steam on 16 June 2021.
Released on Xbox Series X|S, PlayStation 4,
Xbox One, Windows, GNU/Linux, Nintendo Switch
and PlayStation 5.
<http://www.eskemagames.es/>



-Project: DELTA SQUAD
Released on Steam on 29 May.
Released on PlayStation 4, Xbox One and
Nintendo Switch in September 2019.
<http://www.eskemagames.es/>



- 3D modelling.
- UI creation.
- Environment design.
- Particle effects.
- Promotional images, concept art, logos and graphic assets for marketing.

Freelance Concept Artist (Parotet Studio - Valencia)

sept. 2015 - aug. 2018

- Concept design for characters, environments, weapons, outfits, UI and particle effects.
- Character texturing and occasional 3D modelling.
- Game logo design and promotional artwork.

EDUCATION

Degree in Fine Arts
(Universidad Politécnica de Valencia)

sept. 2006 - may 2011

Master's Degree in Conservation and
Restoration of Cultural Heritage
(Universidad Politécnica de Valencia)

sept. 2011 - may 2012

Master's in Procedural 3D Generation
and Technical Art (Houdini, Unreal, Python)
(Tech Art Worlds)

oct. 2025 - jun. 2026