



PABLO ESCRIBANO BASTANTE

Senior 3D generalist - Unity Developer - Technical Artist

CONTACT DETAILS

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📍 Valencia, Spain

LANGUAGES

Spanish

Catalan

English

SOFTWARES

Blender
Substance Painter
Houdini
Photoshop

Unity
Unreal
Godot

EXPERIENCE

Freelace Unity Developer (BIOMI - Client Project)

sept. 2026 - Present

- Developing a stylized ecosystem restoration game in Unity.
- Implementing gameplay systems, level progression, UI and procedural environment tools using C#.
- Creating all 3D assets, textures, shaders and visual effects.



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 (Eskema Games)

sept. 2018 - sept. 2020

SPACE REVENGE
PC, PlayStation, Xbox y Nintendo Switch

DELTA SQUAD
PC, PS4, Xbox One y Nintendo Switch

- 3D modeling, environment design, UI and particle effects.
- Concept art, logos and marketing graphics.



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

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

oct. 2025 - jun. 2026

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

sept. 2011 - may. 2012

-Degree in Fine Arts
(Universidad Politécnica de Valencia)

sept. 2006 - may. 2011