

# Pablo Pozo Escalona

Phone number: +34 633 621 006  
Email: pablo.3d@bourbaki.xyz  
Location: Valencia, Spain / Remote  
Webpage: [https://pablo\\_pozo.srht.site/](https://pablo_pozo.srht.site/)

**Portfolio:**  
[https://www.artstation.com/pablo\\_pozo](https://www.artstation.com/pablo_pozo)

## Experience

- 2022 Co-Winner of Talent Scholarship at Florida Universitaria.
- 2021 3D Generalist - LibLast Project  
I contributed to LibLast, an open-source FPS, as an artist (and plan to contribute again on demand).  
<https://codeberg.org/unfa/liblast>

## Skills

### 3D Generalist

- Organic and inorganic modelling.
- UV mapping.
- PBR texturizing, rendering, materials and lightning.
- Digital sculpture.
- 3D scanning and printing.
- Rigging, skinning and animation.
- Video editing.

### Languages

Spanish: Native speaker  
English: Fluent (B2)

## Software

- Proficiency in Blender.
- Learning 3DS Max 2023 (present)
- Proficiency in Substance Painter.
- Proficiency in Marmoset Toolbag 4.
- Average level of Unreal Engine 4 (Blueprints included).
- Basic Level of Unity.
- User level of Photoshop & Gimp.

## Education

2022 - present Master's Degree in Art for Videogames at Florida Universitaria.

2021 Photogrametry applied to Restoration at University of Granada (45h)

2020 - 2021 Design and Development of Videogames at Arcan Studios.  
(520h in person classes - 780h worked at home)  
<https://www.arcanstudios.com/curso-videojuegos>

2019 - 2020 3D Design and Animation at Arcan Studios.  
(180h in person classes - 360h worked at home)  
<https://www.arcanstudios.com/disenio-y-animacion-3d>

2019 - 2020 Introduction course to Photoshop at Arcan Studios.  
<https://www.arcanstudios.com/iniciacion-photoshop>