

HÉCTOR ESTEBAN

Senior Environment, Props & Material Artist

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PROFESSIONAL PROFILE

3D artist with more than 8 years of experience in the video game industry, specialized in Environment Art, Prop creation and procedural/PBR texturing. Expert in asset optimization for game engines such as Unreal Engine and High-to-Low poly workflows. Demonstrated ability to work in multidisciplinary teams, provide technical solutions and mentor other professionals.

PROFESSIONAL EXPERIENCE

[White Door Games](#) | *Senior Environment, Props & Texture Artist* | 2025 – Actualidad

- Creation and development of environments and props optimized for video games.

[UT-HUB](#) | *Materials and Texturing Professor* | 2024 – Present

- Teacher in the Master's Degree in Technical Artist and Visualization.
- Advanced instruction in material workflows with Unreal Engine 5.7.3 and texturing with Adobe Substance 3D Painter and Adobe Substance 3D Designer.

[Thelma & Boom](#) | *Environment, Props & Material Artist* | 2022 – 2025

- Development of props and environments for 3D production.

[Sngular](#) | *Senior Texture & Material Artist* | 2022 – 2024

- Creation of PBR procedural materials for 3D visualization projects.

[Trazos](#) | *Professor Master Advanced Creation of Props and Environments* | 2022 – 2023

- Training of artists for the AAA video game sector, covering the entire pipeline from modeling, baking, texturing to integration into Unreal.

[Pentadimensional Games](#) | *Senior Environment, Props & Material Artist* | 2016 – 2023

- Creation and development of environments and props optimized for video games
- [Tenebris Pictura \(2023\)](#) PS4, PS5, Steam, Xbox Series X/S.
- [Megaton Rainfall \(2017\)](#): PS4, PS VR, PC, Switch, Xbox.

TECHNICAL SKILLS

- **3D Modeling, Bake:** 3ds Max, Blender, Marmoset Toolbag, ZBrush, RizomUV, Speedtree.
- **Textured and materials:** Adobe Substance 3D Painter, Adobe Substance 3D Designer, PBR Workflow, Photoshop,
- **Game Engines:** Unreal Engine 5.7.3
- **Composition, Render:** After Effects, Nuke, V-Ray.

EDUCATION

- **Official Autodesk 3ds Max Certificate.**
- **Master's Degree in 3D and Video Games** Software: 3ds Max, ZBrush, Unreal Engine. Trazos School
- **Master's Degree in Post-Production, Composition and 3D Integration** Software: Nuke, After Effects. Trazos School.