SARA ESCALLÓN

MULTIMEDIA DESIGNER | PHOTOGRAPHER | 3D ARTIST

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I'm a **Multimedia Design student** with professional experience in **photography** and **3D Art.** I'm really passionate about transform into real things. I love combining artistic skills with digital tools to make concepts look real. My studies in **Fine Arts** and my training in **3D** have helped me develop an eye for detail and have ability for crafting visually engaging work. I'm always eager to collaborate, learn, and find new ways to boost my **creativity**.

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premiere
Adobe After Effects
3D Studio Max
V-Ray
Z-Brush
Unreal Engine 4
Unity
AutoCad
Figma
HTML, CSS, JavaScript
Wordpress

SOFT SKILLS

Creativity
Adaptability
Teamwork
Attention to Detail
Communication
Problem-Solving
Curiosity
Continuous Learning

LANGUAGES

Spanish
English
Danish
German

CERTIFICATES

Photogrametry course

Scrum Foundation
Professional Certificate

Driving license and own car

EDUCATION

AP Degree Multimedia design

Aug 2023 – Present | EASV, Esbjerg, Denmark
I'm studying **graphic design**, **UX/UI** and **media creation**, while also learning **programming**, **web development**, and **marketing**. This program allows me to expand my creative skills and stay updated in the digital field.

Master's Degree in Infoarchitecture and Virtual Reality

Apr 2019 – Jun 2020 | Cice, School of New Technologies, Madrid, Spain
Focused on creating **virtual environments** using **Unreal Engine 4** and **3Ds Max**.
Final project: Virtual apartment tour.

Master's Degree in Photorealistic Infoarchitecture

Oct 2017 – Dec 2018 | Cice, School of New Technologies, Madrid, Spain
Specialized in **photorealistic 3D** modeling with 3Ds Max and **V-Ray**, converting architectural plans into detailed and hyperrealistic models.
Final project: International Barroque Museum (Mexico).

Bachelor's Degree in Fine Arts

Sept 2013 – Jul 2017 | Complutense University, Madrid, Spain
Developed a solid foundation in **art history**, **theory**, and various mediums like **photography**, **drawing**, **painting**, and **sculpture**, which enhanced my artistic versatility and spatial vision.

Technician of Art and Design in Architectural Model Making

Sept 2011 – Jun 2014 | Art School 10, Madrid, Spain
Learned to create **physical models** using materials such as wood and resin.
*Internship: Restoration of historical models at the **Madrid Railway Museum***

WORK EXPERIENCE

3D Artist, Intertisement Aps

Dec 2022
Feb 2023
Esbjerg,
Denmark

I worked on a project optimizing high-poly 3D models to low-poly versions and creating textures with **Substance Painter**. My work significantly improved the app's performance by ensuring smoother integration of 3D lightweight models.

Freelance Photographer

2017-2021
Spain

I captured and edited photographs for obstacle races, portraits, and events. Additionally, I produced and edited promotional videos for a training team.

3D Artist, Dolmos Studio

Apr 2021
Aug 2021
Spain

I modeled virtual venues for hosting virtual events, customizing scenes to meet client specifications. I also integrated animated people into the scenes using **Anima**, balancing both modeling and animation tasks.

Interior Designer and 3D Artist, Comercial Madrid

Aug 2019
Apr 2021
Spain

I designed interior office layouts using **AutoCAD**, developing detailed 3D models and technical drawings. I managed the production of custom furniture and created visualizations for client approval.