ÓSCAR SÁNCHEZ

CONTACT

🏠 Zaragoza, Spain

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👤 +34 690 104 491

LANGUAGES

Spanish (Native)
English (Advanced)

DIGITAL SKILLS

- Java, Spring Data, Hibernate and Wicket
- SQL, MySQL, MariaDB, Microsoft SQL Server, Oracle Database and PostgreSQL
- Git and GitHub
- PHP and Laravel
- Excel, Word, Access
- IDEs IntelliJ y Eclipse
- HTML, CSS, JavaScript and Bootstrap
- JSON, XML, DTD, XSD, XPath, XQuery and XSLT
- Android Studio
- C#, C++ and Python
- Trello and Microsoft Teams

EXPERIENCE

3D Artist - VR/AR Specialist at Play&Go Experience
2025 - Present, Valencia, Spain

- 3D asset modeling and texturing for tourism mobile apps, including VR, AR, and real-time content.
- Scene optimization for Unity, ensuring performance and visual quality on mobile devices.
- Development of PBR materials for both stylized and realistic environments.
- Coordination with development teams for smooth integration in interactive experiences.
- Management of multiple projects with different graphic requirements depending on each client.

https://playgoxp.com/

3D Artist at ESAT
2022 - 2023, Valencia, Spain

I was part of an 18-person team developing a video game under Steam licenses, where I was responsible for the visual section.

https://store.steampowered.com/app/2432470/ANDARA_RISE_FOR_REBELLION/

My 3D artist portfolio:
https://www.artstation.com/sanchezar

Final Degree Project in Programming
Mar 2020 - Jun 2020, Zaragoza, Spain

I developed all the programming for a video game using UE4, managing aspects such as enemy behavior, inventory systems, and character mobility — from simple to advanced actions such as swimming, jumping, and running.

- Programming in C++
- Node-based programming in Unreal Engine 4
- Creation and management of databases
- Inventory system linked to the database
- AI behavior management for enemies
- Use of Epic Games libraries
- Importing animations and textures
- Performance optimization

3D SOFTWARE

- ZBrush
- Autodesk 3Ds Max
- Plasticity
- Autodesk Maya
- Blender
- UVLayout
- RizomUVs
- Substance 3D Painter
- Substance 3D Designer
- Marvelous Designer
- Marmoset Toolbag
- PureRef
- XNormal
- CrazyBump
- Unreal Engine 4 & 5
- Photoshop
- Trello

3D SKILLS

- Knowledge of anatomy
- Hard-Surface modeling techniques
- Organic modeling techniques
- Knowledge of PBR pipeline
- Topology optimization (Low-Poly and High-Poly)
- Versatility in different artistic styles
- Teamwork experience
- Iterative design process
- UV packing

EDUCATION

HND in Computer Game Development
ESAT (Escuela Superior de Arte y Tecnología)
https://www.esat.es/estudios/carrera-arte-videojuegos/
Sep 2020 – Jul 2023, Valencia, Spain

CFGS in Multiplatform Application Development (DAM)
IES Pablo Serrano
Sep 2018 – Jun 2020, Zaragoza, Spain

- Implementation of the MVC (Model-View-Controller) pattern
- Web development
- Android application development
- Use of repositories such as GitHub
- Back-end programming
- OOP (Object-Oriented Programming)
- Application of SOLID principles

COMPLEMENTARY EDUCATION

Codecademy Certified Course - Learn Spring: Building An App
https://www.codecademy.com/profiles/sanchezarprog/certificates/6ae5eb13ae4f407e915c7225b52092d5
2025, Zaragoza, Spain

Codecademy Certified Course - Learn Java: Debugging
https://www.codecademy.com/profiles/sanchezarprog/certificates/b7485f29177f45c0866bc2c66c38b3a0
2025, Zaragoza, Spain

Udemy Certified Course - Complete Guide to Marvelous Designer: Creating Clothes in 3D
https://www.udemy.com/course/complete-guide-to-marvelous-desinger-11/?couponCode=KEEPLEARNING
2024, Zaragoza, Spain