

ALFONSO ESCALONA PENOTT

Senior Technical Artist – Real-Time Cinematics & Virtual Production

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PROFESSIONAL SUMMARY

Senior Technical Artist specializing in **real-time cinematics, Unreal Engine workflows, and virtual production** with over **13 years of experience** in advanced visualization, photorealistic environments, and large-scale interactive projects.

Expert in **UE5 (Lumen, Nanite), real-time lighting, camera direction, optimization, Blueprints**, and cross-discipline collaboration for VP, VR/AR, LED wall pipelines, and cinematic storytelling.

Delivered high-impact visuals and technical solutions for **Finnair, Nightwish, Alma, JVG, Käärijä**, and multiple digital-twin and metaverse experiences.

Known for blending artistic sensibility with engineering precision to create **immersive, cinematic, performance-ready** content.

CORE SKILLS

Real-Time & Unreal Engine

- UE4 / UE5 (Lumen, Nanite)
- Sequencer & real-time cinematics
- Virtual Production (LED Volume, chroma key, optical tracking)
- Blueprints, shaders & materials

- Real-time rendering & optimization

Visual & Cinematic

- Lighting & color theory
- Camera direction & shot composition
- Environment & scene assembly
- Real-time VFX integration
- Photorealistic lookdev

3D & Post-Production

- 3ds Max, Maya, Blender
- V-Ray, Arnold
- After Effects, DaVinci Resolve, Premiere
- Substance, Quixel, Marvelous

Pipelines & Collaboration

- Perforce, Git
- OpenUSD, Omniverse
- Workflow documentation
- Cross-disciplinary communication

PROFESSIONAL EXPERIENCE

YOUNITE-AI — Technical 3D Artist

Helsinki, Finland — Oct 2023 to Present

- Lead creation of **real-time 3D environments and cinematics** with Unreal Engine, delivering high-quality visuals for AI-driven workflows.
 - Develop optimized lighting, materials, and Blueprint logic for interactive experiences.
 - Collaborate with AI and visualization teams to integrate emerging technologies into UE5 pipelines.
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ZOAN — Lead Technical Artist (Unreal Engine)

Helsinki, Finland — Jan 2019 to Oct 2023

Virtual Production

- Created lighting, scene assembly, and Blueprint-driven interaction for **Nightwish, Alma, and JVG** real-time concerts.
- Worked with **LED Volume**, chroma key workflows, and optical tracking.
- Developed tools, sequences, and optimization passes for real-time performance.

Metaverse & Open-World Development

- Designed and implemented a **4 km² playable island prototype** for Cornerstone Metaverse (environment art, lighting, cinematics, documentation).
- Built gameplay logic, terrain, shaders, and promotional cinematics.

Commercial & Interactive Projects

- Created cinematic scenes and lighting for **Finnair's real-time aircraft campaign**, including realistic clouds and material lookdev.
- Developed real-time web applications for **IKEA**, handling shaders, particles, and UX-driven Blueprint logic.
- Delivered shaders, lighting, and optimizations for **Helsinki Digital Twin** and Alvar Aalto House VR.

PUREBLINK — R&D Director

Canada — Jul 2018 to Dec 2018

- Led research and development in real-time photorealistic architecture workflows using Unreal Engine.
- Designed production pipelines, optimized scenes, and trained teams in UE-based visualization.

BOXIMAGE SPA — Innovation Director / 3D Artist

Chile — Nov 2013 to Jun 2018

- Introduced VR, AR, and interactive real-time solutions to architectural and real estate projects.
- Directed workflows for UE visualizations, touch-screen experiences, and cinematic renders.
- Trained teams in real-time techniques, lighting, and modeling.

VIRTUALARTS — Creative Director / Concept Artist / 3D Modeler

Venezuela — Jan 2009 to Jul 2013

- Directed art for TV commercials, character design, packaging, and branding.
- Specialized in **environment concept art, matte painting, and lighting**.
- Produced 3D models, textures, animation, and post-production.

M2 ARQUITECTOS — Senior 3D Artist

Venezuela — Feb 2007 to Mar 2009

- Led a team of 8 artists in architectural visualization.
 - Responsible for modeling, texturing, lighting, and cinematic rendering.
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PROMAR TV — Head of Design Department

Venezuela — 2005 to 2007

- Art direction for TV commercials and programs.
 - Created motion graphics, logos, and broadcast visual packages.
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EDUCATION

TSU Graphic Design – IUTIRLA (2003–2006)

CERTIFICATIONS

- **NVIDIA Omniverse Technical Curriculum (2024)**
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PUBLICATIONS & RECOGNITIONS

- Epic Games: *VISUAL DESIGN Award* for Virtual Helsinki
- Featured in VR news: “Helsinki’s huge VR gig attracts over 1M spectators”
- Portfolio showcases on Unreal/industry platforms