

SEBASTIAN MENGUAL

Junior 3D Animator | Gameplay & Cinematic

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www.sebastianmengual.com [More details on my website](#)

CAREER OBJECTIVE

Coming from a 2D/3D generalist education, I have a solid understanding of production pipelines and real-time workflows.

I am now specializing in character and creature animation for games and cinematic productions, and I am particularly interested in **animation as a storytelling and worldbuilding tool**, where performance, physicality and intention support believable worlds and characters. I am known for clear communication, ownership of my tasks and a collaborative mindset.

Available from January 2026, open to relocate.

SKILLS

Hard Skills: Animation: Body mechanics, Acting, Creature and Animal Motion, Storytelling, motion editing, 3D art

Softwares: Maya, Unreal Engine, Unity, in-engine integration, Version control, Photoshop, Zbrush, Substance Painter

Soft Skills: Team-oriented, Accountable, Detail-oriented, Feedback-driven, Communicative

Languages: French (Native, C2), Spanish (Native, C2), English (Professional, B2)

PROJECTS ACADEMIC AND TEAM-BASED

3D Animator / Generalist - SUNA [🔗](#)

Nîmes, FR

Unity 6 URP

3D Multiplayer FPS Game

Maya

Jan. 2025 – May 2025

- Created **1st and 3rd person gameplay animations** using **Maya**, resulting in responsive player controls fitting gameplay needs and game narrative.
- Integrated animations and collaborated closely with programmers to ensure correct implementation and responsiveness.
- Produced numerous concepts, assets, textures, lighting and full map integration in-engine, ensuring game identity and strengthening understanding of **real-time production constraints**.
- Maintained **version control** using GitHub/TortoiseSVN to ensure efficient pipeline and **team collaboration**, enabling timely delivery of playable builds.

2D Artist - Hostiles Horizons [🔗](#)

Nîmes, FR

Unity 6

2D Mobile Game

Photoshop

Nov. 2024 – Dec. 2024

- Produced concept arts and 2D game assets, game backgrounds, supervised sprite animation and maintained version control, delivering a **fully playable vertical slice** within a tight production schedule.
- Worked in close collaboration with programmers, strengthening understanding of **production workflows and constraints**.

2D Artist / Animator - IRON DIVER [🔗](#)

Nîmes, FR

2D Platformer Game

2D Animation

Photoshop

Mar. 2024 – May 2024

- Produced 2D character animations and assets and concept art, maintaining a consistent art style across all levels.
- Managed **version control** and collaborated closely with game designer and programmer team, delivering a playable game on schedule.

WORK EXPERIENCE

Public Reception Agent - LUMA Arles Art Center

Arles, FR

Communication

English

Jun. 2024 – Aug 2024

- Welcomed international visitors, guided them through contemporary art exhibitions, and strengthened **communication, adaptability, and cultural openness**.

EDUCATION

Creajeux

Nîmes, FR

2D/3D Game Art Bachelor's Degree – 3D Animation specialization

Aug 2023 – Jun 2026

DNMADe Animation

Cahors, FR

Artistic fundamentals - Life drawing, art history, traditional animation

Sep. 2018 – Oct. 2019

INTERESTS

Warhammer minis & lore | RPGs, RTS & narrative FPS games | Movies (Blade Runner, Spider-Verse, Lord of the Rings) | Music (bass & guitar)