

SEBASTIAN MENGUAL

3D Animator | Gameplay, Cinematic

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🌐 [LinkedIn](#)

🎬 [Demo Reel](#)

🌐 www.sebastianmengual.com More details on my website

CAREER OBJECTIVE

*I believe in worldbuilding through animation, that details shape big worlds. From a 2D/3D generalist education I understand in-engine pipelines, teamwork and tools. Specialized in 3D animation, I'm now looking to contribute to game, TV or film productions embracing real-time. **Available from February 2026, open to relocate.***

SKILLS

Hard Skills: Body mechanics, Acting, Creature, Storytelling, Pantomime, Modeling, Rig, Texturing, Illustration, Integration

Soft Skills: Eager to learn, Ownership, Communication, Committed, Team-oriented, Detail-oriented, Curious

Softwares: Maya, Unreal Engine, ZBrush, Substance Painter, Photoshop, Unity, Blender, GitHub, Tortoise SVN

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

PROJECTS ACADEMIC AND TEAM-BASED

3D Animator / Generalist - SUNA 🔗

Unity 6 URP

3D Multiplayer FPS Game

Maya

Nîmes, FR

Jan. 2025 – May 2025

- Created **1st and 3rd person gameplay animations** using **Maya**, resulting in responsive player controls fitting gameplay needs and game narrative.
- Textured and **handpainted all characters, weapons, and props** using **Substance Painter**, enhancing overall game polish and readability.
- Managed **lighting**, post-process, and full map **integration in Unity** URP, ensuring game identity and consistency.
- Maintained **version control** using **GitHub/TortoiseSVN** to ensure efficient pipeline and team collaboration, enabling timely delivery of playable builds.
- Created art direction and supervised art team while collaborating closely with developers, enhancing workflow efficiency, creative alignment and in-time delivery.

2D Artist - Hostiles Horizons 🔗

Unity 6

2D Mobile Game

Photoshop

Nîmes, FR

Nov. 2024 – Dec. 2024

- Designed art direction and produced concept art using Photoshop, ensuring solid visual identity
- Produced 2D game assets, game backgrounds and supervised sprite animation delivering a **fully playable vertical slice**

2D Artist / Animator - IRON DIVER 🔗

2D Platformer Game

2D Animation

Photoshop

Nîmes, FR

Mar. 2024 – May 2024

- Created character movement **2D animations** with Krita.
- Produced game assets, UI, illustrations and backgrounds, with **Photoshop**, maintaining a consistent art style across all levels.
- Managed **version control** with Tortoise SVN and oversaw project monitoring using Miro, collaborating closely with game designer and programmer team, delivering a playable game on schedule.

2D Artist - Dungeon'scape 🔗

2D Coop Card Game

Photoshop

Nîmes, FR

Nov. 2023 – Dec. 2023

- Produced characters concept art and illustrations for in-game cards and UI using Photoshop, composed original music using Ableton, and maintained **version control** with Tortoise SVN, to deliver a coherent and unique game.

WORK EXPERIENCE

Public Reception Agent - LUMA Arles Art Center

Communication

English

Arles, FR

Jun. 2024 – Aug 2024

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

EDUCATION

Creajeux

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

Nîmes, FR

Aug 2023 – Present

DNMADe Animation

Artistic fundamentals - Life drawing, art history, traditional animation

Cahors, FR

Sep. 2018 – Oct. 2019

INTERESTS

Warhammer miniature painting and lore | Narrative, RTS and FPS games | Music (bass) | Strong art direction movies