



SEBASTIAN MENGUAL

3D ANIMATOR

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[LinkedIn](#)

[DemoReel](#)

French (Native) | English (Professional, B2) | Spanish (Native)
Based in Arles, France, I'm **open to relocation** and **remote opportunities**.

SKILLS

Hard Skills : Keyframe Animation (Body mechanics, Creature, Storytelling), Layout, 3D art and asset integration

Soft Skills : Teamwork, Ownership, Curious, Feedback-driven

DCC Softwares : Autodesk Maya, Photoshop, Zbrush, Substance Painter

Engines : Unreal Engine 5, Unity 6

Version Control : Perforce, Git, SVN

PROFESSIONAL EXPERIENCE

 **3D Animator - Vital Few Games** | *Ankara, Türkiye (Remote)*

Freelance

Jul. 2026 – Sept. 2026

Unreal Engine 5.8 Maya Perforce Keyframe Gameplay Animation

- Created **combat** and **locomotion keyframe animations** for **enemy** and **boss** characters using **Maya**, integrating and validating animations directly in **Unreal Engine**.
- Iterated in engine with programmers through continuous testing, refining motion set, while maintaining **Perforce P4** version control in an **international team**.

EDUCATION

 **Bouncing Ball** | **3D Animation Feature Film Mentorship**

FR

Sep. 2026 – Present

- Body Mechanics, Pantomime, Advanced and Facial Acting, Layout

 **Creajeux** | **Bachelor level in 2D/3D Art**

Nîmes, FR

Aug. 2023 – Jun. 2026

- Specialisation in 3D Game Animation (gameplay and cinematics)
- Unreal Engine 5, Unity 6, and version control workflows with Git and SVN
- Full Game Art training (modeling, rigging, surfacing)

Notable Academic Projects at Creajeux

Erebus: Stained Sea

Creajeux

Feb. 2026 – May 2026

Unreal Engine 5.7 Maya Cinematic Creature

- Animated human and quadruped combat sequence for a QTE cinematic and handled cinematic lighting and setup in engine.
- Created quadruped locomotion animations, collaborating with programmers refining blend spaces.

SUNA

Creajeux

Jan. 2025 – May 2025

Unity 6 URP Maya Multiplayer FPS

- First and third-person animations** for a **networked multiplayer FPS**, iterating with the team to meet multiplayer constraints.

ABOUT

Painting Tiny Warhammer armies

Bass Guitar

Illustration

Too many movies to list here

I started out in 2D before moving into 3D, exploring different aspects of visual creation, from design to production, and this broad background eventually led me to focus on animation, where **I particularly like building a character's intention and performance**, whether in games or CG projects. I like the balance between the technical and artistic sides of animation, especially in engines.

I enjoy working with people who care about what they create, sharing ideas and solving problems together. I'm **always looking for ways to improve** and get better at what I do.