



Sebastian MENGUAL

3D ANIMATOR | GAMEPLAY & CINEMATICS

| CAREER OBJECTIVES

I **believe in worldbuilding through animation**, that details shape worlds. From a 2D/3D generalist education with a strong understanding of in-engine production pipelines, teamwork and tools, I specialized in 3D animation, and I am now looking to contribute in game, TV, or film productions embracing real-time pipelines. **Available from February 2026.**

| MY CONTACT

✉ mengualsebastian.pro@gmail.com

🌍 France (open to relocate)

🌐 www.sebastianmengual.com

🌐 in/sebastian-mengual/

🎨 artstation.com/baaz

| SOFTWARES

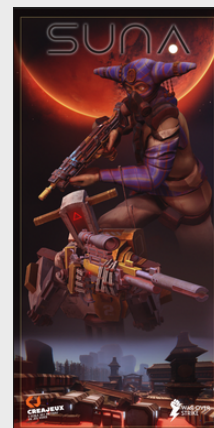


| HARD SKILLS

- Body mechanics
- Acting & Storytelling
- Creature animation & Pantomime
- 3D Modeling, Sculpt, Texturing, Rig
- Digital Painting
- In-engine Integration

| PROJECTS

(Academic & Team-based)

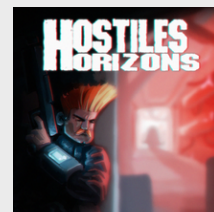


3D Animator / Generalist - [SUNA](#)

Jan 2025 - May 2025

Unity 6 URP | 3D Multiplayer FPS Game | Maya

- 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 consistency
- Managed **lighting** bakes, 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

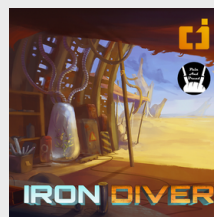


2D Artist - [Hostiles Horizons](#)

Nov 2024 - Dec 2024

Unity 6 | 2D Mobile Game | Photoshop

- 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](#)

Mar 2024 - May 2024

2D Platformer Game | 2D Animation | Photoshop

- 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



Artist 2D - [Dungeon'scape](#)

Nov 2023 - Dec 2023

2D Coop card Game | Photoshop

- 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.

| LANGUAGES

🇬🇧 **English** (Professional, B2)

🇫🇷 **French** (Native, C2)

🇪🇸 **Spanish** (Native, C2)

| SOFT SKILLS

- Eager to learn
- Ownership
- Communication and Team-player
- Committed

| WORK EXPERIENCE

Public Reception Agent

LUMA Arles Art Center

Arles, FR

Jun 2024 - Aug 2024

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

Civic Service

Bazar, etc. Recycling Shop | Niort, France

Niort, FR

Mar 2023 - May 2023

- Welcomed customers and managed sales in a community recycling shop.
- Took part in manufacturing and upcycling workshops, promoting recycling and local solidarity.

| EDUCATION

Bachelor 2D/3D Game Art

• Creajoux | Specialization in **3D Animation**

Nîmes, FR

Aug 2023 - Jun 2026

DNMA De Animation

• Lycée St Etienne | Life drawing, art history, stop motion and traditional animation

Cahors, FR

Sep 2018 - Sep 2019