

SEBASTIAN MENGUAL

3D Animator

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[in LinkedIn](#)

[🌐 DemoReel website](#)

ABOUT

I am fascinated by the fictional worlds we imagine, loving the characters, details, and hidden layers that make them feel real.

Known for clear communication and ownership of my tasks, I enjoy tackling challenges alongside talented people, and always looking for opportunities to learn and grow.

Located in Arles, France. Open to relocation and Remote opportunities.

SKILLS

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

Soft Skills: Team Collaboration, Ownership, Adaptability, Feedback-driven

DCC Softwares: Maya, Photoshop, Zbrush, Substance Painter

Engines: Unreal Engine 5, Unity

Version Control: Perforce (Helix Core P4), Git LFS, GitHub Fork, Tortoise SVN

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

PROFESSIONAL EXPERIENCE



3D Animator - Vital Few Games [🌐](#), Ankara, Türkiye

Remote (Freelance)
Jul. 2026 – Present

Unreal Engine 5.8

Maya

Perforce

Gameplay Animation

- Creating **combat** and **locomotion keyframe animations** for **enemy** and **boss** characters using **Maya**, integrating and validating animations directly in **Unreal Engine**.
- Refining **gameplay animation systems** through Blend Spaces, in-engine testing and iteration while maintaining **Perforce P4** version control in an **international team**.

EDUCATION



Bouncing Ball [🌐](#)

French 3D Animation Feature Film Mentorship

Body Mechanics, Advanced and Facial Acting, Pantomime, Layout

Remote
Sep. 2026 – Jul. 2027



Creajeux [🌐](#)

Bachelor level Program in 2D/3D Game Art

Full Game Art Production Pipeline

Nîmes, FRANCE
Aug. 2023 – Jun. 2026

NOTABLE ACADEMIC PROJECTS

Erebus: Stained Sea [🌐](#) | 3D Animator

Nîmes, FRANCE
Feb. 2026 – May 2026

Unreal Engine 5.7

Maya

Cinematic

Creature

- Created human and quadruped combat sequence for a QTE cinematic with Unreal Sequencer and contributing to cinematic lighting and setup.
- Created quadruped locomotion animations, collaborating with programmers refining blend spaces.

SUNA [🌐](#) | 3D Animator/3D Generalist

Nîmes, FRANCE
Jan. 2025 – May 2025

Unity 6 URP

Maya

Multiplayer FPS

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

INTERESTS

Painting Tiny Warhammer armies

Bass Guitar

Illustration

Too Many Movie References