

SEBASTIAN MENGUAL

3D Animator

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CAREER OBJECTIVE

I initially started animation as self-taught, pushing beyond my 3D general education, before having the opportunity to be **mentored**, sharpening my eye in body mechanics.

Today, I focus more on **intention** in my animations, to ensure that my work serves emotion and worldbuilding, and to be **entertaining**.

I am known for clear communication, ownership of my tasks, and a collaborative mindset.

Located in Arles, France, and **open to relocate**.

SKILLS

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

Softwares: Maya, Unreal Engine, Unity, Version control, Photoshop, Zbrush, Substance Painter, Git

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 - Erebus: Stained Sea 🔗

Nîmes, FR

Feb. 2026 – May 2026

Unreal Engine 5.7

Narrative Game Demo

Maya

- Created **3D animations** for Quick Time Event combat **cutscene** (human and quadruped) using **Maya to Unreal** workflow, improving narrative and cinematic quality of the project.
- Maintained **version control** using **GitHub Fork/TortoiseSVN** to ensure efficient pipeline and team collaboration, enabling timely delivery of playable builds.

3D Animator / Generalist - SUNA 🔗

Nîmes, FR

Jan. 2025 – May 2025

Unity 6 URP

3D Multiplayer FPS Game

Maya

- Created **1st and 3rd person gameplay animations** using **Maya** for responsive player controls fitting gameplay needs and narrative.
- Integrated animations and collaborated closely with programmers to ensure correct implementation and responsiveness.
- Maintained **version control** using GitHub/TortoiseSVN.

WORK EXPERIENCE

Public Reception Agent - LUMA Arles Art Center

Arles, FR

Jun. 2024 – Aug 2024

Communication

English

- 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 (Total War Warhammer, Subnautica, The Witcher 3...) | Movies (Lord of the Rings, Blade Runner, Spider-Verse, John Wick...) | Music (bass & guitar)