SEBASTIEN GABRIEL

Technical | Environment Artist

06 | 20 | 1996 - 22 years old

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LANGUAGES

French
Mother tongue

English
Fluent IELTS 7.5

WORK EXPERIENCE

Intership: 3D | GFX Assistant - Backlight Studio - Paris XVe   July 18 - Dec. 18

Project : TOYZ - Shooting VR Experience, Free Roaming

• Precise 3D Modelisation due to real life space constraints
• Production of gameplay GFX, as well as environmental and scenario GFX
• R&D and Shader Optimisation | Integration of Gameplay and Feedback GFX

Network Access Manager   July 2015
C.N.P.E. of Tricastin - Pierrelatte

EDUCATION

GAME 3D BACHELOR'S DEGREE - LISAA - Paris XVe   Sept. 17 - June 18
Bachelor RNCP Level 2 - Head of the class

Group project «Lost Island» - Party Game:

• Production Pipeline and Stylized Texture development
• Established the environment for different levels
• Shaders, FX, and Engine Integration
• Designed Game Mechanics and Interactions
• Constraints and Gameplay development

Duo project «Dummy Printers» - Coop Game:

• Fast Prototyping in 1 week development
• Gameplay development and UI
• Level Design and Difficulty Design
Selected to represent LISAA at the Paris Games Week Exibition 2017

2nd Year - Group project: «Unleashed» - Beat'em All

• High | Low poly modeling, PBR texturing
• Level design and Gameplay
• Props and character concepts
• Engine Integration and Lighting

1st Year - Preparatory class

Lycée Victor Segalen - Hong Kong   2012 - 2014

High School Diploma in Economics and Social Science Stream (Baccalauréat ES)

SOFTWARE

FOCUS
Unreal Engine 4, 3dsMax, Substance Painter, Substance Designer, 3D Coat, Unity, Photoshop, Topogun, UVLayout, xNormal

KNOWLEDGABLE
Marmoset Toolbag, SpeedTree, Maya, Substance B2M, Illustrator, Indesign, Premiere Pro, Quixel Suite, Marvelous Designer, Zbrush, Houdini, Python