

Sébastien Graux

3D Level / Environment Artist

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Résumé

After years spent to draw in Comic book industry, I moved to 3d modeling to improve my skill and evolve in the video game and CG industry.

Today, I am an environment artist who has worked in the Game industry field for almost six years.

My game's experience includes work on PS2, PSP, Nintendo Ds, Wii, Xbox360 and PS3.

Skills:

Modeling and sculpting (High/ Low res.) for environments and characters

Texturing and unwrapping

drawing and storyboard

Software knowledge:

Photoshop, 3ds Max, Zbrush, Maya, Unreal Engine, Unity, After effects

Expérience

3D Level / Environment Artist at Ubisoft

mai 2012 - décembre 2012 (8 mois)

Project: Unannounced Game Title

Role: Level Artist

3D Level / Environment Artist at Ubisoft

décembre 2010 - mars 2012 (1 an 4 mois)

Project: AAA "Ghost Recon Future Soldier" (XBOX360/PS3/PC)

Role: Level artist

3D Character Artist at Quantic Dream

juin 2010 - décembre 2010 (7 mois)

Project: PS3 technical demo for GDC 2011 called "KARA"

Role: Characters, animals and robotic parts creation (High and Low .res)

3D Props Artist at Darkworks

mai 2010 - juin 2010 (2 mois)

Project: XBOX360 Technical demo for GDC 2010

Role: Props Artist

3D Environment & Character Artist at ArteFactoryLab

décembre 2009 - février 2010 (3 mois)

Project: Short CG movie

Role: Environment & Character Artist

3D Cinematic Lighter Artist at Ubisoft

novembre 2009 - décembre 2009 (2 mois)

Project: AAA "Red Steel 2" (Wii)

Role: Cinematic Lighter Artist

3D Environment & Character Artist at Picto Filmo

juin 2009 - juillet 2009 (2 mois)

Project: Short CG movie

Role: Environment & Character Artist

3D Environment Artist at Ubisoft

mai 2009 - juin 2009 (2 mois)

Project: XBOX360 Technical Demo for E3 2009 (GEEA department)

Role: Environment Artist

3D Level Artist at Neko Entertainment

janvier 2007 - novembre 2008 (1 an 11 mois)

Various games and roles:

- Evil Rider (XBOX360 prototype) - Character Design
- Code Lyoko "Quest For Infinity" (Wii/PS2/PSP) - Level Artist
- Horse Life "Amis pour la vie" (Wii) - Level Artist
- Horse Life 2 (Nintendo DS) - Level Artist
- Heracles Chariot racing (PS2) - Hud Icons Artist

CG Artist at AFP

février 2004 - novembre 2006 (2 ans 10 mois)

Project: Graphic press for international newspaper

Role: Graphic designer (Statistical graphics and Illustrations)

Illustrator Artist at Airboard - Europe

avril 2003 - juin 2003 (3 mois)

Project: Airboard's illustrated guide

Role: Illustrator of manual

Penciler Artist & Co-Founder at Comics

janvier 1997 - décembre 2002 (6 ans)

Project: Comic book studio creation

Role: Co-founder and Penciler

Illustrator Artist at Toyota

avril 2001 - mai 2001 (2 mois)

Project: Exhibition animation for comic book

Role: Comic book instructor for kids

Illustrator Artist at Thales

février 1999 - avril 1999 (3 mois)

Project: Travel guide illustrated for C.I.E

Role: Illustrator

Penciler Artist at Edition Nemo

janvier 1994 - janvier 1997 (3 ans 1 mois)

Project: Comic book "Phylactère magazine"

Role: Writer, Penciler, Inker

Langues

French

(Bilingue ou langue natale)

English

(Compétence professionnelle)

Compétences et expertise

Video Games

Xbox 360

PS3

PS2

PSP

Wii

nDS

3dsMax

Maya

Zbrush

Unreal Engine 3

Unity

Photoshop

Texturing

After effects

Formation

CNA-CEFAG (Bagnole/ Paris)

CG Formation, 3ds Max 7 (six months), 2005 - 2005

Lycée E.Cotton (Montreuil/ Paris)

BT, Diploma in Visual Communication, 1991 - 1993

Centres d'intérêt

To grow and improve as an artist in video game development, continue to expand my experience in 3D art and contribute to the success of the development team.

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[Prenez contact avec Sébastien sur LinkedIn](#)