

Sebastian Vranceanu

Digital Artist

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Summary

I am a 3D Graphics Artist with 12 years of experience in creating 3D assets for mobile and PC games, also for animations and television. My activity is not limited to just the 3D environment (low and hi poly modeling, Uvs mapping, lights setup), I also have strong knowledge in 2D software and I am able to work with skill on textures and concept art.

I have a vast knowledge in game development and strong experience in 3D graphics and traditional arts. A good example of my work is the mobile game called SQUAREFACE. This project offered me the possibility to build all the 3D assets, including environment, characters, weapons, vehicles), animations and interface. Also, I did the level design, scripting and story writing.

For the following time period, I would like to quickly learn the company's pipeline, to see myself well integrated into the team, and to be able to create great quality content for the project I will work on.

In my career I was working in a friendly environment , with very good professionals that made me very productive an eager to improve my skills greatly.

Experience

Funlabs / 3D Character Artist

September 2008 - May 2009, Bucharest

Daily tasks:

- Creating 3D models and sculpts for characters.
- Creating textures for the 3D characters.

Projects: **CHAOTIC - Shadow Warriors**

Gameloft / 3D Graphics Artist

September 2009 - May 2012, Bucharest

Achievements:

Working on 3 releases of one of the best looking game on the mobile platforms, N.O.V.A. (1,2 and 3), and creating huge environments with positive art feedback. Creating the best looking level for Fast 5 Being the author of the well regarded, final level in Splinter Cell (while working on N.O.V.A.) Many workflow optimizations and innovations.

Daily tasks:

- Creating 3D environments and assets for game levels.

- Creating textures for the 3D models. Generating lightmaps after detailed light setup. Creating complex assets like ships, animated devices, characters, weapons etc. Working along with QA Engineers in improving the level graphic quality.

Projects:

Spider Man, creating 3D environments and textures. I was working together with a colleague in making a huge level where Spider Man was fighting the enemy in an adventure park.

Project time span: until winter 2009

Project stages in which I was involved: development

Responsibilities during the project/ tasks: creating 3D assets for the environment

Technologies used: low poly modeling and vertex paint, cartoon style, pixel art textures

Challenges encountered: great detailed models with few resources

Splinter Cell, creating 3D environments and textures : I was working on a level inspired by Malta, where Sam Phisher was infiltrating a watch tower guarded by enemy forces.

Project time span: July 2010

Project stages in which I was involved: development

Responsibilities during the project/ tasks: 3D modeling and texturing

Technologies used: low poly modeling and lightmaps

Challenges encountered: It was the first time working alone on an environment and I had to show a great attention for realism

Fast 5 : I worked on a racing level. The gameplay was set in an abandoned industrial area, with cars manufacturing facilities, warehouses, parking buildings, subterranean passages, cars graveyards, railways, etc.

NOVA1,2,3: I worked on environments varying from sci-fi ships interiors and massive natural landscapes to post-apocalyptic city setups.

Project time span: 2010-2012

Project stages in which I was involved: development, bug fixing

Responsibilities during the project/ tasks: 3D modeling and texturing

Technologies used: lightmaps, normal maps, specular maps, glow maps, coronas, color grading, complex collision meshes, effects, animations.

Challenges encountered: 200k triangles levels, that were very hard to with at that time.

Atypical Games / 3D Generalist Graphics Artist

September 2012 - October 2016, Bucharest

Daily tasks:

- Creating 3D environments and assets for game levels.
- Creating 3D models for vehicles (ground, air, floating, sci fi)
- Creating complex assets like ships, animated devices, characters, weapons etc.

- Creating textures for the 3D models.

Projects:

Sky Gamblers : Storm Raiders

Sky Gamblers : Cold War

Battle Supremacy

Radiation Island

Battle Supremacy: EVOLUTION

Ganapati NEO / Lead Game Developer

April 2017 - April 2018, Bucharest

Daily tasks:

- Creating all 3D environments and assets for game levels.
- Creating all 3D characters
- Creating animations for 3D characters and objects
- Creating textures for the 3D models.
- Creating User Interface elements.

Amber / Lead 3D Graphics Artist

April 2018 - September 2018, Bucharest

Daily tasks:

- Creating all 3D environments and assets for game levels.
- Creating 3D characters and clothing assets

Project: **My Talking Hank**

VAN CUBO / Founder and CEO

November 2015 - present, Bucharest

Daily tasks:

- Managing the project
- Creating all 3D environments and assets for game levels.
- Creating all 3D models for vehicles (ground, air, floating)
- Creating all 3D characters and weapons.
- Creating animations for 3D characters.
- Creating textures for the 3D models.
- Creating all the User Interface elements.
- Creating the story of the game and the mission layout.
- Visual programming of all missions and other interaction.
- Creating marketing materials like: artwork, videos, cinematic trailers, packaging design.

Projects:

SQUAREFACE - Created all the visual graphics, animations, story, game design, sound, and marketing materials.

Marble Land - Created all the visual graphics, animations, sound, and marketing materials.

Shorecut - Creating all the visual graphics, animations, game design, branding and marketing materials.

Education

National University of Arts / Bachelor's degree in Product Design
2005-2009, Bucharest, Romania

High school "Hariclea Darclee" / Design
2002-2005, Braila, Romania

Skills

3D software:

- **3Ds Max** - Expert
- **Zbrush** - Advanced
- **Substance Painter** - Expert
- **Maya** - Advanced
- **World Machine** - Advanced

2D software:

- **Adobe Photoshop** - Expert
- **Adobe After Effects** - Advanced
- **Adobe Illustrator** - Intermediate

Traditional drawing - Expert

Game Engines:

- **Unreal Engine 3** - Expert
- **Unreal Engine 4** - Expert
- **Unity** - Advanced