



Sebastian Vranceanu

Environment / Technical Artist

Bucharest, Romania

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 Portfolio: www.vancubo.com/portfolio

Summary

Environment and Technical Artist with **15+ years** of experience creating high-quality 3D environments, props, characters, and interactive content for games (mobile, PC, VR) and real-time applications. Expert in **Unreal Engine**, environment art pipelines, optimization for mobile/VR, and full production ownership from concept to final polish.

Skilled in **3D modeling, texturing, lighting, level design, Blueprints**, and cross-discipline collaboration. Experienced leading art teams, defining workflows, and delivering optimized, visually compelling real-time environments.

Experience

VAN CUBO - Founder / Lead Artist

2015 - Present | Bucharest

Key Responsibilities

- Full production of 3D environments, assets, vehicles, characters, weapons, and UI.
- Level design, scripting, mission flow, and visual programming.
- Animation, lighting, VFX, tech-art tasks, and optimization.
- Project management and art direction.
- Creation of marketing materials (videos, artwork, trailers).

Projects

- **SQUAREFACE (Mobile game)** - Complete visual production, game design, narrative, sound, and marketing.

- **Marble Land VR** - Full 3D, animation, sound, and promotional content.
 - **Shorecut VR** - Full environment and interaction design, branding & marketing.
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Combat Waffle Studio - Lead Environment Artist

2022 - 2024 | Bucharest

- Designed game levels from concept to final polish (mood boards → blocking → set dressing → lighting).
- Created game-ready assets and oversaw an environment art team.
- Developed gameplay systems using **Blueprints**.
- Built and optimized environments for **PC and standalone VR** (Quest 2 & 3).

Projects: *Ghosts of Tabor, Grim VR*

Surreal Events - Technical Artist

2021 - 2022 | Bucharest

- UE4/UE5 tech work, Blueprint logic, and environment creation.
- Worked on various real-time corporate/virtual event experiences.

Projects: DetroitLab, IntoTheVerse, Flipkart Edao, Nissan, Truist Park, BMW, Mempo

WITHIN International - Technical Artist

2020 - 2021 | Bucharest

- UE4 development, environment art, character creation, animation, and gameplay scripting.
Project: Enter Agora
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Amber - Lead 3D Artist

2018 | *Bucharest*

- Environment and character asset creation for *My Talking Hank*.
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Ganapati NEO - Lead Game Developer

2017 - 2018 | *Bucharest*

- Full 3D environments, characters, animations, UI, and textures.
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Atypical Games - 3D Generalist

2012 - 2016 | *Bucharest*

- Created environments, vehicles, characters, weapons, and complex props.
- Texturing, lighting, and performance optimization.

Projects: *Sky Gamblers: Storm Raiders, Cold War, Battle Supremacy, Radiation Island, Supremacy Evolution*

Gameloft - 3D Artist

2009 - 2012 | *Bucharest*

- Built large-scale mobile environments, props, and textures.
 - Worked on several major mobile titles (N.O.V.A., Spider-Man, Splinter Cell, Fast 5).
 - Known for highly optimized assets and strong visual quality.
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Funlabs - Character Artist

2008 - 2009 | *Bucharest*

- Character sculpting, modeling, and texturing for *Chaotic: Shadow Warriors*.

Education

National University of Arts, Bucharest - BA Product Design

High School of Arts “Hariclea Darclee” - Design

Skills

3D / Real-Time

- Blender (Expert), 3ds Max (Expert)
- Maya (Advanced), ZBrush (Advanced)
- Substance Painter (Expert), Gaea (Advanced)

Engines

- Unreal Engine 3/4/5 (Expert)
- Unity (Advanced)

2D / Other

- Photoshop (Expert)
- After Effects (Advanced)
- Illustrator (Intermediate)
- Traditional Drawing (Expert)