

# Sebastian Vomvas

## Level Artist & Designer



Hatfield, Hertfordshire, United Kingdom • sebastianvomvas@gmail.com • Skype: sebastian.vomvas

sebastianvomvas.com

I have a passion for creating immersive worlds and experiences for players. I am deeply enthusiastic about the games industry and the great potential of this art form. I am hard-working, reliable and effective at what I do, a team player who is always eager to learn more and grow professionally.

## Work Experience



4th July 2016 - 28th July 2017  
Rare Ltd, Microsoft Studios  
**Environment Art Intern**  
Sandwich (Placement) Year

RARE

**Sea of Thieves**

In the **Level Art** team:

- Creating areas of interest on islands.
- Using existing parts to create new assets and prop groupings.
- General island housekeeping tasks.

In the **Asset Art** team:

- Asset production (foliage, props, modular kits).
- Polishing assets and fixing bugs.
- Technical setup of outsource assets and management of lineup scenes.

I also regularly participated in playtests and provided feedback on game features.

## Talks/Events

- 4th July 2017 & 12th October 2016  
SCGSG & Blessed Robert Sutton  
**Careers Fairs**, Microsoft Studios stand  
I gave games industry career and education advice to high school students and parents.
- 2nd November 2016  
University of Hertfordshire/Rare Ltd  
**Internships Presentation/Portfolio Reviews**  
I organised a company visit to my university and presented to students with other artists.
- 13th April 2016  
University of Hertfordshire  
**Master Class** on Substance Designer  
I taught other students the basics of creating procedural textures.

## Education

- 2014 - 2018  
University of Hertfordshire  
**BA (Hons) in 3D Games Art & Design (With Placement Year)**
- 2011 - 2014  
Ornerakis Applied Arts, Athens  
**Diploma in Illustration & Animation**

## Major Projects

- September 2017 - May 2018, Degree Project  
**Athonite**  
[www.therookies.co/game-of-the-year/pc-console/athonite/](http://www.therookies.co/game-of-the-year/pc-console/athonite/)  
**Interviewed** about it on **80 Level**:  
[80.lv/articles/simple-stylized-environment-scale-and-mood/](http://80.lv/articles/simple-stylized-environment-scale-and-mood/)
- February - May 2016, Group Project  
**Divided Kingdom**  
Finalists of UHAnimation Exposé 2016.  
<https://youtu.be/lQp0axk0ako>

## Other Experience

- 30th September 2015  
Sony Cambridge (university visit)  
**Playtest**, RIGS Mechanized Combat League
- March - June 2013  
*The Dragonphoenix Chronicles: Indomitable*  
**Film Extra**, fantasy battle scenes

## Software

- Unreal Engine 4
- Maya, 3DS Max
- ZBrush, Mudbox
- Photoshop
- Substance
- Microsoft Office