



Sebastian Schulz  
Environment Artist

www.artbysebastianschulz.com  
contact@artbysebastianschulz.com

**Information:** Sebastian Schulz +491624257535  
Espoo, Finland

**Languages:** German (Native)  
English (Fluent)

**Education:** **SAE Institute** Stuttgart, DE  
Bachelor of Arts Interactive Animation 04/13 – 04/15

**Experience:** **Remedy Entertainment Oy**, Espoo, FI 04/17 – Present  
Environment Artist

**Crytek GmbH**, Frankfurt a. Main, DE 03/16 – 03/17  
Junior Environment Artist

**Crytek GmbH**, Frankfurt a. Main, DE 05/15 – 03/16  
Intern Environment Artist

**GameTextures.com**, Seattle, WA 02/15 – 03/15  
Freelance

**Software:** 3DS Max  
ZBrush  
Marvelous Designer  
Photoshop  
Unreal Engine  
CryEngine 3  
Unity 3D  
Quixel Suite  
World Machine  
Knald  
Marmoset Toolbag  
Keyshot  
xNormal  
Substance Designer  
Substance Painter

**Skills:** High poly modeling  
Low poly modeling  
Prop creation  
Texturing  
Shader creation  
Lighting  
Digital sculpting  
Level building  
Modular workflows

### Shipped Titles:



#### **The Climb & Fire and Ice DLC**

Crytek, 2016  
Junior Environment Artist  
PC / Oculus Rift

Responsibilities included:  
Asset creation (sculpting, modeling, baking, texturing, materials), level building, optimization,



#### **Robinson The Journey**

Crytek, 2016  
Junior Environment Artist  
PlayStation 4

Responsibilities included:  
Asset creation (design, modeling, baking, texturing materials), level building, optimization