

# Sebastian Vomvas

## Level Artist & Designer



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I am a final year 3D Games Art & Design student at the University of Hertfordshire, with one year of professional experience. I am passionate about game development and I enjoy being a member of talented teams, working together towards the creation of groundbreaking experiences.

## Work Experience



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

**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  
Sutton Coldfield Grammar School for Girls & Blessed Robert Sutton Catholic Sports College  
**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 - now  
University of Hertfordshire  
**BA (Hons) in 3D Games Art & Design (With Placement Year)**  
Currently in progress.
- 2011 - 2014  
Ornerakis Applied Arts, Athens  
**Diploma in Illustration & Animation**

## Group Projects

- February - May 2016  
2nd Year University Project  
**Divided Kingdom**  
Finalists of UHAnimation Exposé 2016.  
<https://youtu.be/lQp0axk0ako>
- January 2015  
Global Game Jam  
**Debris**  
<https://globalgamejam.org/2015/games/debris>

## 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