

# Raymond SEBASTIEN

## 2D Concept Artist / Illustrator

### Contacts

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### Portfolio

[www.artstation.com/sebray](http://www.artstation.com/sebray)

D.O.B : 10.03.1985 French  
Single / Driving Licence

### Languages

English : Professional level  
French : Mother Tongue

### Softwares

-Photoshop  
-Illustrator  
-InDesign  
-Corel Painter 12  
-Zbrush

### Video Game Clients List

-GoodGame Studios  
-Pretty Simple  
-Tindalos Interactive

### ■ EXPERIENCE

**2019- present**  
Concept artist 2D/  
illustrator

**Tindalos Interactive (France)**  
*Creating background, Characters  
Unannounced AA game (for Pc).*

**2016- 2019**  
Concept artist 2D

**Pretty Simple (France)**  
*Creating background, Characters and  
Props for the mobile game Criminal Case.*

**2014- 2016**  
Vector Marqueting Artist

**Goodgame Studios (Germany)**  
*2 Years / Creating artworks for the  
mobile game GoodGame Empire.*

**2012- Present**  
Freelance Illustrator

**Hatier, Edition Jungle,  
Lyon Capitale, Tencent, Auzou,  
Artefacts Studio.**

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### ■ EDUCATION

**2008- 2012** **Masters of Fine Arts in Illustration.**  
*Émile Cohl Art School, Lyon (France)*

**2007- 2008** **Prépa**  
*Lisaa art school, Paris (France)*

**2007** **Baccalaureate in Science / Deug MIAS**  
*Frantz Fanon Hight School, Trinité (Martinique)*

### ■ BACKGROUND & SKILLS

Concept Art (Characters : realistic and half realistic, cartoon),  
background, comics, Illustration.

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### ■ OTHER INTERESTS

Sport            Bodybuilding, Walking.  
Cuisine        French and West Indian.  
Movies         Animation, Sci-Fi, Adventure, Action.