



# SEBASTIAN ROLAND

## 3D ENVIRONMENT ARTIST

I am a 3D artist born and raised in Portland, Oregon. My focus is environment art and props for games. I have always had a passion for creating and exploring spaces and worlds that feel rich and alive, and I enjoy providing that experience for others.

I began my journey as a professional artist working as a graphic designer for 8+ years. During that time I developed my skills as a 3D artist and created product visualization imagery and animations for a number of businesses. Taking what I've learned from previous experiences, I've transitioned my work to follow my life's passion: creating vibrant and beautiful environments for games.

### PERSONAL INFO

SEBASTIANROLAND.COM  
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### SKILLS

- DIGITAL PAINTING
- ENVIRONMENT DESIGN
- 3D MODELING
- LOW-POLY & HIGH-POLY MODELING
- DIGITAL SCULPTING
- LIGHTING
- TEXTURING
- 3D ANIMATION & VFX

### SOFTWARE

- MAYA
- ZBRUSH
- BLENDER
- UNREAL ENGINE
- SUBSTANCE PAINTER
- SUBSTANCE DESIGNER
- MARMOSET TOOLBAG
- QUIXEL MEGASCANS
- UNITY
- ILLUSTRATOR
- AFTER EFFECTS
- PROCREATE
- PHOTOSHOP

### AWARDS

- FINALIST - GAME DEVELOPMENT**  
THE ROOKIES · JUL 2020
- BEST CANNABIS DESIGN FIRM**  
OREGON DOPE INDUSTRY AWARDS  
FEB 2017

## EXPERIENCE

### CONTRACT 3D ARTIST AT PIPEWORKS • EUGENE, OR

- OCT 2020 - PRESENT*
  - Polishing game textures using Substance Painter.
  - Assisting in lighting work in Unity.
  - Project-based short term contract.

### 3D ARTIST AT KINDTYME • PORTLAND, OR

- APRIL 2017 - OCT 2020*
  - Creating 3D mock-ups of package designs to give clients a realistic 360° view of their developing package design.
  - Developing creative and unique advertising media, for both digital and print to help clients stand out.
  - Animating 3D packages to showcase the design, and attract customers.

### ART DIRECTOR AT KINDTYME • PORTLAND, OR

- JAN 2015 - JAN 2020*
  - Leading creative meetings to help the design team develop strong and unique ideas.
  - Providing constructive critiques throughout the production process to ensure that quality standards are met.
  - Developing processes and procedures to improve the design team's workflow.
  - Creating eye-catching marketing assets and media to accelerate KindTyme's brand awareness.
  - Managing the KindTyme brand design to keep up-to-date with industry trends, and exploring new ones.

## EDUCATION

- JAN 2020 - DEC 2020* **VERTEX SCHOOL**  
Game Art Immersive Program - Environment Art
- 2013 - 2014* **THE ART INSTITUTE OF PORTLAND**  
Game Art and Interactive Media Design
- 2010 - 2012* **PORTLAND COMMUNITY COLLEGE**