

# Sebastian Vomvas

## Environment Artist



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Sebastian Vomvas is an environment artist and a second year student at the University of Hertfordshire, studying 3D Games Art & Design. He is passionate about the video game industry as a whole and particularly enthusiastic about telling stories through real-time 3D environments.

## Education

- 2014 - now  
University of Hertfordshire  
**BA (Hons) in 3D Games Art & Design**  
Currently in progress.
- 2011 - 2014  
Ornerakis Applied Arts, Athens  
**Diploma in Illustration & Animation**

## Skills

Modeling:	• • • • •
Texturing:	• • • •
Sculpting:	• • •
Modularity:	• • • •
Optimisation:	• • • •
Lighting:	• • • •
Teamwork:	• • • • •
Communication:	• • • • •
Organisation:	• • • • •

## Software

Maya:	• • • • •
3DS Max:	• •
ZBrush:	• • • •
Mudbox:	• • •
Photoshop:	• • • • •
Substance Designer:	• • • • •
Substance Painter:	• • • •
Bitmap2Material:	• •
xNormal:	• • •
Unreal Engine 4:	• • • • •
Microsoft Office:	• • • •

## Experience

- 30th September 2015  
Sony Cambridge  
**Game Testing**  
Tested and gave thorough feedback on 'RIGS Mechanized Combat League'.
- January 2015  
Global Game Jam  
**Environment Artist**  
Took part in the creation of the game 'Debris':  
[globalgamejam.org/2015/games/debris](http://globalgamejam.org/2015/games/debris)
- 2013  
'The Dragonphoenix Chronicles: Indomitable'  
**Film Extra**  
Mercenary in fantasy battle scenes.

## Interests

- Video Games
- Cinema
- TV Series
- Epic Music
- Fantasy
- Science Fiction
- Travelling

## Languages

- English - full professional proficiency
- Greek - native proficiency
- French - elementary proficiency