

# SÉBASTIEN MULLER

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## Senior Animator / Animation Supervisor

Based in Cannes (France), I've been working at Ubisoft Montpellier for the past 7 years on both gameplay and cinematics animations.

I went from **Junior Gameplay Animator** on *Assassin's Creed Syndicate: Jack the Ripper* (DLC) or **Cinematics Animator** on *For Honor*, *Assassin's Creed Odyssey* to **Animation Supervisor** on *Assassin's Creed Valhalla: Dawn of Ragnarök* and more recently *Prince of Persia: The Lost Crown*. I also had the opportunity to do some animations for TV commercials or short films as a freelancer.

I was fortunate to be trained by **Jamie Beard** whose experience as an Animation Supervisor at Weta was so inspiring and a huge source of learning. I have developed a diverse skill set that allows me to proactively meet production needs in terms of deadlines, animation quality, either editing Motion Capture data or in Keyframe, as well as cinematography while working on cameras, composition and framing.

I'm now **looking for new challenges** by integrating an animation team **on feature films, VFX or CGI oriented projects**.

## WORK EXPERIENCE

### Ubisoft Montpellier Jul 2020-Present

#### IN-GAME CINEMATIC ANIMATION SUPERVISOR

- Supervision of in-game cinematics
- Lead a team of animators, assigning tasks, reviewing work, and providing feedback through dailies & reviews
- Provide leadership and mentoring to animators, building a productive team able to meet deadlines and deliver quality.
- Work with directors, art & design leads to determine a direction and vision for the Narrative Cinematics
- Reviews with directors

Projects :

- Prince of Persia: The Lost Crown
- Assassin's Creed Crossover Stories
- Assassin's Creed Valhalla: Dawn of Ragnarök
- Riders Republic

### Creanime Jun 2017-Present

#### FOUNDER, SENIOR ANIMATOR AND ANIMATION CONSULTANT

- Founder of Creanime
- Senior Animator for multiple projects
- Animation consultant for multiple projects

Projects :

- Palissade short film (Lagoon Studios)
- Van Cleef & Arpels commercials (ICONE Production)
- CETELEM commercials (ICONE Production)
- A Plague Tale : Innocence (Asobo Studio)

### Ubisoft Montpellier Feb 2020-Jul 2020

#### IN-GAME CINEMATIC SENIOR ANIMATOR

- Animation on cinematic cutscenes (Assassin's Creed Valhalla)
- Animation on trailer shots (Immortals Fenyx Rising)
- Motion Capture editing, assembly, and polishing as well as keyframe cleaning on body
- keyframed/mocap facial animation based on FACS
- Props and Cameras animation
- Integration of animations in the 3D engine

Projects :

- Assassin's Creed Valhalla
- Immortals Fenyx Rising

### Ubisoft Montpellier Nov 2019-Jan 2020

#### IN-GAME CINEMATIC ASSISTANT ANIMATION SUPERVISOR

- Supervision of in-game cinematics
- Manage a team of animators, assigning tasks, reviewing work, and providing feedback through reviews
- Reviews with directors

Project :

- Ghost Recon Breakpoint: The Terminator Live Event

### Ubisoft Montpellier Jul 2017-Nov 2019

#### IN-GAME CINEMATIC SENIOR ANIMATOR

- Animation on cinematic cutscenes
- Motion Capture editing, assembly, and polishing as well as keyframe cleaning on body
- Keyframed/mocap facial animation based on FACS
- Props and Cameras animation
- Integration of animations in the 3D engine
- Creating documentation

Projects :

- Immortals Fenyx Rising
- Ghost Recon Breakpoint
- Assassin's Creed Odyssey





**Ubisoft Montpellier**  
*Feb 2017-Jul 2017*

Project :

**IN-GAME CINEMATIC MID ANIMATOR**

- Animation Supervisor: Jamie Beard
- Motion Capture editing, assembly, and polishing as well as keyframe cleaning on body
- Keyframed facial animation
- Props and Cameras animation
- Integration of animations in the 3D engine
- Assassin's Creed Origins

**Neko Productions**  
*Nov 2016-Dec 2016*

Project :

**FREELANCE CHARACTER ANIMATOR**

- Keyframe body animation
- Props animation
- Harry Potter : Hogwarts Mystery

**Ubisoft Montpellier**  
*Jan 2016-Oct 2016*

Projects :

**IN-GAME CINEMATIC MID ANIMATOR**

- Animation Supervisor: James Benett
- Motion Capture editing, assembly, and polishing as well as keyframe cleaning on body
- Facial, Props and Cameras keyframe animation
- Integration of animations in the 3D engine
- For Honor
- Ghost Recon Wildlands

**Neko Productions**  
*Jul 2015-May 2016*

Project :

**FREELANCE CHARACTER ANIMATOR**

- Animation Supervisor: Rini Sugianto, Liron Topaz
- Keyframe animation
- Cycles or full animation sequences of different types: idles, fights, character behaviour, dance, etc...
- MARVEL: Avengers Academy

**Ubisoft Montpellier**  
*May 2015-Aug 2015*

Project :

**GAMEPLAY CHARACTER ANIMATOR**

- Animation Supervisor: Michel Fesquet
- Animated Evie Frye and Jack the Ripper "Spike" attack based on motion capture data + keyframe animation
- Animated NPCs new "fear" behaviour also based on motion capture data + keyframe animation
- Assassin's Creed Syndicate : Jack The Ripper DLC

**Dwarf Labs**  
*Mar 2015-Apr 2015*

Project :

**CHARACTER ANIMATOR**

- Animation on Commercial shots
- Keyframe animation based on given storyboards
- Les Retrouvailles

**EDUCATION**

**CG Spectrum**  
Online Mentoring  
*May 2012-Sep 2012*

**ADVANCED ACTING ANIMATION MENTORING**

- Online Animation mentoring by Mark Pullyblank
- Learning of Advanced Acting for Animation

**Think Tank Training Centre**  
Vancouver, BC, Canada  
*Jun 2007-Jun 2008*

**ANIMATION CERTIFICATE**

- Intensive one-year Computer Animation, Visual Effects and Game Design Program
- Teaching differences/similarities between Softimage and Maya, plus some animation principles

**ESRA Sup'Infograph**  
Nice, France  
*Sep 2002-Jun 2004*

**CG MODELING AND ANIMATION SCHOOL**

- Learning of Animation, Modeling, Rigging, Texturing,, Film direction

**Université Côte d'Azur**  
Nice, France  
*Sep 1999-Jun 2002*

**3 YEARS UNIVERSITY DIPLOMA**

- Sandwich course program in computer science and network administration
- Worked 2 years at IBM and 1 year at Computacenter as a programmer



**HARD / SOFT SKILLS AND LANGUAGES**

- Keyframed Character/Creature Animation (Maya)
- Facial Animation - FACS based rigs (Motionbuilder)
- Motion Capture editing, assembly and polishing (Motionbuilder)
- Cinematography work, camera, composition, framing
- Attention to detail
- Communication
- Leadership
- Problem solving
- Team work oriented
- Recruiting
- French (Mother tongue)
- English (Fluent)
- German (Basic)

