

SÉBASTIEN MULLER

SENIOR ANIMATOR / ANIMATION SUPERVISOR

WORK EXPERIENCE

IN-GAME CINEMATIC ANIMATION SUPERVISOR | Ubisoft Montpellier | July 2020 - Present

- 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*

SENIOR ANIMATOR AND ANIMATION CONSULTANT | Freelance | July 2017 - Present

- 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)

IN-GAME CINEMATIC SENIOR ANIMATOR | Ubisoft Montpellier | February 2020 - July 2020

- 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*

IN-GAME CINEMATIC ASSISTANT ANIMATION SUPERVISOR | Ubisoft Montpellier | Nov 2019-Jan 2020

- 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*

IN-GAME CINEMATIC SENIOR ANIMATOR | Ubisoft Montpellier | July 2017 - November 2019

- 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
- Creation of documentation

Projects:

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

IN-GAME CINEMATIC MID ANIMATOR | Ubisoft Montpellier | February 2017 - July 2017

- 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

Project:

- *Assassin's Creed Origins*

FREELANCE CHARACTER ANIMATOR | Neko Productions | Nov 2016-Dec 2016

- Keyframe body animation
- Props animation

Project:

- *Harry Potter: Hogwarts Mystery*

IN-GAME CINEMATIC MID ANIMATOR | Ubisoft Montpellier | Jan 2016-Oct 2016

- 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

Projects:

- *For Honor*
- *Ghost Recon Wildlands*

FREELANCE CHARACTER ANIMATOR | Neko Productions | Jul 2015-May 2016

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

Project:

- *MARVEL: Avengers Academy*

GAMEPLAY CHARACTER ANIMATOR | Ubisoft Montpellier | May 2015-Aug 2015

- 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

Project:

- *Assassin's Creed Syndicate: Jack The Ripper DLC*

CHARACTER ANIMATOR | Dwarf Labs | Mar 2015-Apr 2015

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

Project:

- *Les Retrouvailles*



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EDUCATION

ADVANCED ACTING ANIMATION MENTORING | CG Spectrum (Online Mentoring) | May 2012 - September 2012

- 12 weeks online Animation mentoring by Mark Pulyblank
- Learning of Advanced Acting for Animation

ANIMATION CERTIFICATE | Think Tank Training Centre (Vancouver, BC, Canada) | June 2007 - June 2008

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

CG MODELING AND ANIMATION SCHOOL | ESRA Sup'Infograph (Nice, France) | September 2002 - June 2004

- I've done 2 years of a 3 years program
- Learning of Animation, Modeling, Rigging, Texturing, Film direction

3 YEARS UNIVERSITY DIPLOMA | Université Côte d'Azur (Nice, France) | September 1999 - June 2002

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

HARD SKILLS

- Keyframe Character / Creature Animation
- Keyframe facial animation
- Motion Capture assembly, editing and polishing
- Mocap based facial animation (FACSbased rigs)
- Cinematography work, camera, composition and framing
- Animation Supervision
- Animator recruitment / interviews

SOFT SKILLS

- Attention to detail
- Communication
- Leadership
- Problem Solving
- Teamwork oriented
- Flexibility

SOFTWARE

- Autodesk Maya
- Autodesk Motionbuilder
- Unity
- ShotGrid

LANGUAGES

- French (native language)
- English (fluent)
- German (basic)

NETWORK

 <https://www.linkedin.com/in/sebastienkindermuller/>

 <https://vimeo.com/sebastienmuller>

 <https://www.youtube.com/@sebastienkindermuller>

 <https://www.imdb.com/name/nm5601078>