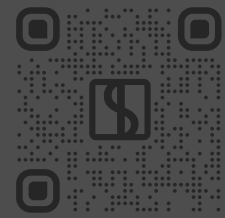


SEBASTIAN LUEDKE

CG Supervisor

 sluedke.sl@gmail.com  [Lueneburg, Germany](#)



PORTFOLIO

www.sebastianluedke.com

Summary

Experienced Senior Digital Artist and Supervisor with a 17-year track record in Film, Game, and VR production, specializing in 3D modeling, texturing, shading, and concept art. Demonstrated expertise in overseeing and guiding teams of artists and designers in creating 3D models and textures. Proven track record in meeting project deadlines, maintaining high-quality standards, and fostering a collaborative and productive work environment.

I have a keen interest in exploring and adopting new technical workflows, as I find the constant evolution both intriguing and essential for success.

Experience

Supervisor – Environments & Assets (2023–cur.)

Supervisor – Environments & Assets (2023)
[Akkord Film Produktion GmbH](#) - feat. film, *The Elfkings 2*

Supervisor – Environments & Assets (2022/23)
[DGC AG](#) - Virtual reality Experience, Project "Avalon"

Senior Modeling Artist (2021)
[Studio Isar Animation](#) - feat. film, "Giants of La Mancha"

Lecturer - Texturing & Shading (2018–2021)
[Cologne Games Lab/IFS](#)

Senior Modeling, Texturing Artist (2021)
[Studio Isar Animation](#)
feat. film, "Mia and Me - The Hero of Centopia"

Senior Modeling & Texturing Artist (2020)
[SERU](#) - feat. film, "Die Hässchenschule - Der große Eierklau"

Senior Concept Artist (2020)
[Studio Isar Animation](#)
feat. film, "Mia and Me - The Hero of Centopia"

Senior Digital Artist (2020)
[Squeakosauraus](#)
Content creation

Senior Modeling, Texturing Artist (2020)
[INFECTED](#) - "Globetrotter VR: The Virtual Reality Adventure"

Skills

- Supervision
- High, medium & low-resolution modeling
- Texturing, shading
- UV workflows
- Stylized and realistic design approaches
- Sculpting
- Look development /concept art
- A.I. workflows
- Remote work experience, 8+ years

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Program proficiency

- Maya
- Unreal Engine 4 & 5
- Arnold
- Substance Painter
- Zbrush
- Photoshop
- Affinity Designer
- AI (Midjourney, Stable Diffusion)
- Shotgrid
- Nuke

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Education

- [Vancouver Film School \(2008/9\)](#)
Diploma with Honors - Canada
- [Gnomon School of Visual Effects \(2010\)](#)
Texturing - Remote
- [Ruhr Akademie Schwerte \(2006\)](#)
Modeling, Texturing, Animation, Art
Photography, Film

Senior Modeling, Texturing Artist bEpic "LBS" advertisement project	(2019)
Senior Modeling, Texturing Artist MARK13 Studios feat. film, „The Oggies“	(2018/19)
Senior Digital Artist DAYWALKER Studios feat. film, "Latte & the Magic Waterstone"	(2017/18)
Senior Modeling, Texturing Artist LAVAlabs "Boxa Grippal" advertisement project	(2017)
Senior Modeling, Texturing Artist Squeakosaurus „Character look development for a logo animation.“	(2017)
Senior Environment Artist MARK13 Studios feat. film, „Maya the Bee: The Honey Games“	(2016/17)
Lead Lighting Artist LAVAlabs feat. film, "Pettersson und Findus 2"	(2015/16)
Lead Lighting Artist LAVAlabs feat. film, „Mullewapp 2 – Eine schöne Schweinerei“	(2014/15)
Look Development, Environment Supervisor MotionWorks/Studio352 feat. film, „Mullewapp 2 – Eine schöne Schweinerei“	(2014)
Lighting Artist Ambient Entertainment feat. film, "Tarzan"	(2012/13)
Lighting, Shading, Rendering Artist M.A.R.K.13 feat. film, "Ritter Rost"	(2011/12)
Lighting Artist CAOZ.ltd (ISL) - feat. film, "Thor – Legends of the Valhalla"	(2011)
Modeling and Texture Artist U.P.P. (CZE) – feat. film, "Red Tails"	(2011)
Environment Supervisor, Lead Modeler & Texture Artist Lo Coloco Films (MEX) - feat. film, "Ana y Bruno"	(2009/11)

Languages

- German (native)
- English (professional proficiency)
- Spanish (elementary proficiency)

