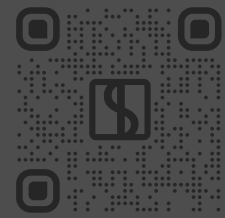


# SEBASTIAN LUEDKE

3D Supervisor

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



PORTFOLIO

[www.sebastianluedke.com](http://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 the creation of 3D models and textures. Proven track record in meeting project deadlines, maintaining high-quality standards, and fostering a collaborative and productive work environment.

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 (current)

Creative Advisor – A.I. (current)  
[Alpaca](#)

Supervisor Environments & Assets (2024)  
[Traumhaus Studios GmbH](#) – feat. Film, Tafiti

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 Eierklaus"

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

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

## 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 experienced, 8+ years

## Program proficiency

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

## 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 <a href="#">INFECTED</a> - "Globetrotter VR: The Virtual Reality Adventure"	(2020)
Senior Modeling, Texturing Artist <a href="#">bEpic</a> "LBS" advertisement project	(2019)
Senior Modeling, Texturing Artist <a href="#">MARK13 Studios</a> feat. film „The Oggles“	(2018/19)
Senior Digital Artist <a href="#">DAYWALKER Studios</a> feat. film "Latte & the Magic Waterstone"	(2017/18)
Senior Modeling, Texturing Artist <a href="#">LAVA Labs</a> "Boxa Grippal" advertisement project	(2017)
Senior Modeling, Texturing Artist <a href="#">Squeakosaurus</a> „Character look development for a logo animation“	(2017)
Senior Environment Artist <a href="#">MARK13 Studios</a> feat. Film, „Maya the Bee: The Honey Games“	(2016/17)
Lead Lighting Artist <a href="#">LAVA Labs</a> feat. Film, "Pettersson und Findus 2"	(2015/16)
Lead Lighting Artist <a href="#">LAVA Labs</a> feat. Film, „Mullewapp 2 – Eine schöne Schweinerei“	(2014/15)
Look Development, Environment Supervisor <a href="#">MotionWorks/Studio352</a> feat. Film, „Mullewapp 2 – Eine schöne Schweinerei“	(2014)
Lighting Artist <a href="#">Ambient Entertainment</a> feat. Film, "Tarzan"	(2012/13)
Lighting, Shading, Rendering Artist <a href="#">M.A.R.K.13</a> feat. Film, "Ritter Rost"	(2011/12)
Lighting Artist <a href="#">CAOZ Ltd</a> (ISL) - feat. Film, "Thor – Legends of the Valhalla"	(2011)
Modeling and Texture Artist <a href="#">U.P.P.</a> (CZE) – feat. Film, "Red Tails"	(2011)
Environment Supervisor, Lead Modeler & Texture Artist <a href="#">Lo Coloco Films (MEX)</a> - feat. film, "Ana y Bruno"	(2009/11)

## Languages

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

