

# SEBASTIAN LUEDKE

Set & Asset Supervisor | Creative Advisor

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## SUMMARY

Experienced Set & Asset Supervisor/ Creative Advisor with a 17-year track record in Film, Game, Advertisement and VR productions, specializing in visual development, concept art, 3D modeling, texturing and shading. Demonstrated expertise in overseeing and guiding teams. 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

Lecturer – 3D Modeling & Mentoring (part- time) (aktuell)  
[Cologne Games Lab/IFS](#)

Creative Advisor - A.I. (part- time) (aktuell)  
[Vyro LLC](#)

Senior Set Design & 3D Artist (aktuell)  
[Studio Isar Animation](#) – feat. Film “Arnie & Barney”

Creative Advisor - A.I. (part- time) (2024)  
[Alpaca](#)

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

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

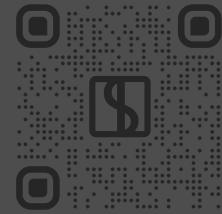
Supervisor – Environments & Assets (2022/23)  
[DGC AG](#) – Virtual reality Experience, Project “Avalon”

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 Eierklatz”



PORTFOLIO: [www.sebastianluedke.com](http://www.sebastianluedke.com)

## Program proficiency

- Autodesk Maya
- Arnold
- Unreal Engine 4 & 5+
- Substance Suite
- Zbrush
- Adobe Photoshop
- Affinity Designer
- AI (Midjourney, Stable Diffusion...)

## Skills

- Supervision
- High, medium & low-resolution 3D modeling
- Texturing, shading
- UV workflows
- Stylized and realistic design approaches
- 3D Sculpting
- Look development /concept art
- Vector Design
- Logo Design
- A.I. workflows
- Remote work experienced, 8+ years
- ...

## 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 Concept Artist <a href="#">Studio Isar Animation</a> feat. film, "Mia and Me - The Hero of Centopia"	(2020)
Senior Digital Artist <a href="#">Squeakosauraus</a> - Content creation	(2020)
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 Ogglies“	(2018/19)
Senior Digital Artist <a href="#">DAYWALKER Studios</a> feat. film "Latte & the Magic Waterstone"	(2017/18)
Senior Modeling, Texturing Artist <a href="#">LAVAlabs</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="#">LAVAlabs</a> feat. Film, "Pettersson und Findus 2"	(2015/16)
Lead Lighting Artist <a href="#">LAVAlabs</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)
Env. Supervisor, Lead Model & Texture Artist <a href="#">Lo Coloco Films (MEX)</a> - feat. film, "Ana y Bruno"	(2009/11)

## Languages

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