

Sebastiaan Fillet

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Work Experience

3D Animator

Mar 2023 - Mar 2024

Nixxes Software (Sony Interactive Entertainment), Utrecht

- Worked on **Horizon Zero Dawn Remaster**, delivering high-quality 3D character animation.
- Collaborated with the Animation Lead to ensure the character performances aligned with the game's vision.
- Cleaned motion capture data and re-timed animations to synchronize with the characters' voice lines.
- Applied keyframe animation for all hand and finger movements.
- Polished facial animations to enhance character expressions.
- Tested animations in the game engine to ensure that the animations polished in Maya and exported to the engine retained their high-end quality.
- Tracked progress and communicated with the producer to stay on schedule.

3D Animator

Oct 2022 - Dec 2022

Independent Project

- Researched reference footage of tigers and lions.
- Blocking the creature animation in Maya, selecting the strongest poses based on reference footage.
- Polished animations using animation principles.
- Utilized Unreal Engine for staging, lighting, and rendering the scene.

3D Animator / AutoCad Draftsman

Mar 2022 - Nov 2022

Eurosafe Solutions, Zwolle

- Rigged and animated a safety harness in Blender.

Education

3D Animation

CG Spectrum College of Digital Art and Animation

Finance & Control

Christelijke Hogeschool Windesheim

HAVO

Thorbecke Scholen Gemeenschap

Portfolio

Demo Reel

<https://vimeo.com/793072259?share=copy>

Personal details

www.linkedin.com/in/sebastiaan-fillet

Hard Skills

Character Animation

Creature Animation

Autodesk Maya

Blender

Unreal Engine

Jira

Perforce

Decima Engine

Soft Skills

■ Attention to Detail

■ Collaborative

■ Adaptable

■ Problem-solving

Languages

English

Dutch