



Sébastien Villers

Sound Designer / 3D Animator / Game Designer

SOFTWARE

PREMIERE PRO REAPER MAYA
UNREAL ENGINE PERFORCE
BLENDER UNITY GODOT

& MORE

SOFT SKILLS

Teamwork	Communication Skills
★★★★★	★★★★★☆
Sharing	Creativity
★★★★★	★★★★☆☆
Intellectual Curiosity	Proactive Mindset
★★★★★☆	★★★★★☆

INTERESTS / HOBBIES

- | | | | |
|--|--------|--|-------------|
| | Movies | | Video Games |
| | Music | | Reading |

LET'S KEEP IT TOUCH

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ABOUT ME

Recently graduated with a Master's degree in Video Games from Haute École Albert Jacquard, where I contributed to the development of a game as a game designer, sound designer, and 3D animator. Passionate about cinema, I also write about it in my free time. Curious and creative, I combine analytical thinking and teamwork to design immersive and innovative experiences.



WORK EXPERIENCE

2024
2023

SOUND DESIGNER & GAME ANIMATOR

Dirty monitor - Charleroi

3D Animator and Sound Designer on the mini-game project for the interactive exhibition "Toy Factory" with animations created in Blender, sound design in Reaper, and integration on Unreal Engine 4.7.

2023

3D ANIMATOR INTERNSHIP

Zorobabel - Bruxelles

3D animation, rigging and skinning, video editing of a short film scene in Blender.

2023
2021

KITCHEN AID STUDENT

Huggy's Bar - Namur

Kitchen work, dishwashing, and food preparation. Developed strong teamwork skills.



EDUCATION

2025
2023

MASTER IN VIDEO GAME

Haute École Albert Jacquard - Namur

3D animation, sound design, game design, and Unreal Engine integration. Team project on UE5.
Master's thesis on "The Video Game Camera and Its Importance in the Player's Interactional Attitudes."

2023
2019

BACHELOR IN INFOGRAPHY : 3D GAME DESIGN

Haute École Albert Jacquard - Namur

Specialization in 3D animation, sound design, rigging and skinning.
Developed a group video game project.

2018
2017

CESS IN AUDIOVISUAL

I.A.T.A. - Namur

Video editing, journalism internship at the FIFF. Jury Prize for final-year documentary short film.