



SEBASTIAN E. MORA

Los Angeles, CA

Phone: 661-313-0976

sebastianmor270@gmail.com

www.smora-visualart.com

[linkedin.com/in/sebastian-e-mora](https://www.linkedin.com/in/sebastian-e-mora)

IG: @seb.e.mora

PROFESSIONAL SUMMARY

Dynamic 3D Generalist and Character Artist with over 20 years of comprehensive experience, including 10+ years in specialized freelance roles. Distinguished for advanced expertise in CFX, bringing characters to life with realistic dynamics and animations. Educated at a top-tier VFX school, I am deeply passionate about creating intricate, lifelike characters and engaging experiences in a variety of digital media.

SKILLS SUMMARY

FULL 3D CHARACTER PRODUCTION

Excelled in transforming concepts into high-fidelity 3D models | Texturing | Rigging | Animation | Character Dynamics. Pioneered efficient character pipelines, significantly enhancing realism in skin, muscle, cloth, hair, and fur simulations.

CREATURE FX ARTIST SKILLS

Specialized in intricate physical simulations for creatures, using advanced solvers to bring realistic muscle, hair, and cloth movements to life, seamlessly within production workflows.

ANALYTICAL THINKER

Demonstrated a consistent ability for innovative problem-solving and strong technical insight, particularly in the areas of character production and animation.

MENTORSHIP

Over 10 years of mentoring, guiding emerging talents in 3D art and animation at Gnomon and beyond. Known for enhancing student skill sets and project efficiency, and for cultivating a collaborative, growth-focused environment.

TECHNICAL SKILLS

- Maxon-ZBrush
- Autodesk-Maya
- Foundry-Mari
- Foundry-Nuke
- SideFX-Houdini
- Adobe-Photoshop
- Adobe-Premiere
- Adobe-AfterEffects
- Adobe-Substance Designer
- Unreal Engine
- Ziva Dynamics
- Marvelous Designer
- Peregrine-Yeti Studio
- Autodesk-MotionBuilder

WORK EXPERIENCE

MEDICAL ANIMATOR | 3D GENERALIST

Benevolence Medical Limited, Valencia, CA

Jul 2023 – Present

- Spearheaded the development and animation of real-time surgical sequences for a Unity-based application, encompassing storyboarding, rigging, texturing, modeling, camera sequence setup, and animation.
- Innovated on my own initiative to design a live digital fluoroscopic scanner simulation in Maya, dramatically reducing image production time from half a day to minutes. This tool enabled real-time preview and adjustment of scans, facilitating immediate feedback and decision-making with medical consultants.
- Implemented Python and Java scripts for Maya and After Effects, streamlining production processes to automate repetitive tasks, reducing project turnaround time by approximately 25%.



REDRUTH PROJECTS

Concept | Presentation, Artist Valencia, CA

2015 – 2016

- Recruited by a known film producer to develop presentation artwork, Spearheaded concept and presentation artwork for a young adult series, directly contributing to the greenlighting of a young adult series, which evolved into a successful book series and a confirmed Netflix adaptation.
- Played a pivotal role in the conceptual development of a science fiction film, leveraging creative skills in visual storytelling to shape the project's direction and aesthetic.

FREELANCE CFX ARTIST | 3D GENERALIST

Self-Employment | Contract, Valencia, CA

2013 – 2023

- Contributed 3D modeling and rigging skills to aspiring indie game developers, working on early-stage projects intended for small-scale release on independent gaming platforms.
- Partnered with small advertising startups to produce 3D assets for digital campaigns, significantly improving product visibility and audience engagement for niche markets.
- Facilitated creative brainstorming and technical planning sessions with content creators, leading to the development of visually compelling art for YouTube and online media, broadening audience reach and interaction.

EDUCATION & CERTIFICATION WITH RECOGNITION

GNOMON SCHOOL OF VISUAL EFFECTS

Certificate | Los Angeles, CA

2019 – 2023

- Received a Certificate in digital production for the 3D generalist track.
- Excelled in advanced 3D modeling, animation, and visual effects, consistently aligning with top industry standards.
- Awarded Best of Term in Summer 2022 and Winter 2023 for exceptional skills in realism and creature rigging, showcasing standout talent in competitive environments.