

SÉBASTIEN MULLER

ANIMATION SUPERVISOR / SENIOR CINEMATIC ANIMATOR

+33 (0)6 20 36 83 81

contact@sebastienmuller.com

sebastienmuller.com

15+

YEARS IN GAMES
& CINEMATICS

8+

YEARS AT
UBISOFT MONTPELLIER

3

YEARS AS
ANIMATION SUPERVISOR

20+

SHIPPED
AAA TITLES

FLAGSHIP CREDITS

Assassin's Creed (Shadows · Valhalla · Odyssey · Origins · Syndicate)

Ghost Recon (Breakpoint · Wildlands)

Prince of Persia

Riders Republic

The Division 2

A Plague Tale: Innocence

■ EXPERIENCE — MOST RECENT

Senior Animator & Animation Consultant

Jul 2017 – Present

Freelance

Senior animation & consulting engagements across commercials, short films and AAA game cinematics, run through my own freelance structure.

Palissade (short film)

Van Cleef & Arpels

CETELEM

A Plague Tale: Innocence

Gameplay Animation Supervisor

May 2024 – May 2026

Cross The Ages

Led gameplay animation, rigging (mGear) and trailer shots; built the Maya → Unreal Engine 5 pipeline, a centralized versioned asset workflow (Plastic SCM) and custom Python tooling.

Arise

In-Game Cinematic Senior Animator

Aug 2023 – May 2024

Ubisoft Montpellier

Cinematic cutscene animation; motion-capture editing, assembly & body cleanup; keyframe/mocap facial animation (FACS); props, camera and engine integration.

Assassin's Creed Shadows

In-Game Cinematic Animation Supervisor

Jul 2020 – Aug 2023

Ubisoft Montpellier

Supervised in-game cinematics; led & mentored an animator team through dailies and reviews; partnered with directors and design leads on narrative direction.

Prince of Persia: The Lost Crown

Assassin's Creed Crossover Stories

Assassin's Creed Valhalla: Dawn of Ragnarök

Riders Republic

In-Game Cinematic Senior Animator

Feb 2020 – Jul 2020

Ubisoft Montpellier

Cinematic cutscene & trailer-shot animation; motion-capture editing and FACS facial animation; props, camera and engine integration.

Assassin's Creed Valhalla

Immortals Fenyx Rising

In-Game Cinematic Assistant Animation Supervisor

Nov 2019 – Jan 2020

Ubisoft Montpellier

Assisted supervision of in-game cinematics; managed animator team tasking, reviews and feedback; reviews with directors.

Ghost Recon Breakpoint: The Terminator Live Event

■ ■ ■ EXPERIENCE — EARLIER CAREER

In-Game Cinematic Senior Animator

Jul 2017 – Nov 2019

Ubisoft Montpellier

Cinematic cutscene animation; motion-capture editing & FACS facial animation; props, camera and engine integration; authored pipeline documentation.

Immortals Fenyx Rising

Beyond Good and Evil 2

Prince of Persia: Sands of Time (Remake)

The Division 2

Ghost Recon Breakpoint

Assassin's Creed Odyssey + DLCs

In-Game Cinematic Mid Animator

Feb 2017 – Jul 2017

Ubisoft Montpellier · Animation Supervisor: Jamie Beard

Cinematic cutscene & keyframe facial animation; props, camera and engine integration.

Assassin's Creed Origins

Freelance Character Animator

Nov 2016 – Dec 2016

Neko Productions

Keyframe body and props animation.

Harry Potter: Hogwarts Mystery

In-Game Cinematic Mid Animator

Jan 2016 – Oct 2016

Ubisoft Montpellier · Animation Supervisor: James Benett

Motion-capture editing & cleanup; facial, props and camera keyframe animation; engine integration.

For Honor

Ghost Recon Wildlands

Freelance Character Animator

Jul 2015 – May 2016

Neko Productions · Animation Supervisors: Rini Sugianto, Liron Topaz

Keyframe animation — cycles and full sequences: idles, fights, character behaviour, dance and more.

MARVEL: Avengers Academy

Gameplay Character Animator

May 2015 – Aug 2015

Ubisoft Montpellier · Animation Supervisor: Michel Fesquet

Animated Evie Frye & Jacob's "Spike" attack and new NPC fear behaviours, from motion-capture data and keyframe animation.

Assassin's Creed Syndicate: Jack the Ripper DLC

Character Animator

Mar 2015 – Apr 2015

Dwarf Labs

Animation on commercial shots, keyframed from given storyboards.

Les Retrouvailles

EDUCATION

Animation Certificate

Jun 2007 – Jun 2008

Think Tank Training Centre — Vancouver, BC, Canada

Intensive one-year Computer Animation, Visual Effects & Game Design program; Softimage/Maya workflow and core animation principles.

CG Modeling and Animation School

Sep 2002 – Jun 2004

ESRA Sup'Infograph — Nice, France

Two years of a three-year program: animation, modeling, rigging, texturing and film direction.

3-Year University Diploma, Computer Science

Sep 1999 – Jun 2002

Université Côte d'Azur — Nice, France

Sandwich course program: computer science (2 yrs) and network administration (1 yr); worked at IBM (2 yrs) and Computacenter (1 yr) as a programmer.

Advanced Acting Animation Mentoring

May 2012 – Sep 2012

CG Spectrum — Online Mentoring

Online mentoring focused on advanced acting for animation.

HARD SKILLS

Keyframe Animation & Motion Capture Facial Animation (FACS)
Gameplay Animation & In-Game Cinematics Rigging (mGear)
Scripting (Python) Pipeline Development & Optimization
Cinematography & Visual Storytelling

SOFT SKILLS

Team Leadership & Mentoring Cross-disciplinary Collaboration
Attention to Detail Communication Problem Solving
Teamwork-oriented Flexibility

SOFTWARE

Autodesk Maya MotionBuilder Unreal Engine Unity Anvil
SyncSketch ShotGrid

LANGUAGES

French ● ● ● ● Mother tongue
English ● ● ● ● Fluent
German ● ● ● ● Basic

NETWORK & REEL

LinkedIn linkedin.com/in/sebastienkindermuller
Vimeo vimeo.com/sebastienmuller
YouTube youtube.com/@sebastienkindermuller
IMDb imdb.com/name/nm5601078



Watch the demo reel

youtu.be/yZOprQ2TtUU