

Sebastien Abou-Chakra



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ATLANTA, GA 30309

CAREER OBJECTIVE

As a highly skilled producer with extensive knowledge of Unreal Engine, 3D art and virtual production, my career objective is to apply my expertise to manage projects from beginning to end, ensuring timely delivery of high-quality end results. With a background in roles such as producer and production manager for a variety of projects including virtual production, live action films, animated films and games, I possess exceptional knowledge of all parts of the pipeline and can communicate effectively with all departments. This enables me to guide teams and ensure seamless integration of all components of a project. My goal is to work with a team of talented professionals to create innovative and visually stunning projects that exceed industry standards.

EXPERIENCE

MARKETING MANAGER, ATLANTA, GA

Vainglorious - 3D/2D Hybrid Animated Short Film, February 2023-Present

- Develops and implements the overall marketing strategy and plan for the animated film.
- Conducts market research to identify target audiences and determines the most effective methods to reach them.
- Collaborated with external partners, such as brands and businesses, to execute marketing campaigns and initiatives.
- Managed the film's social media presence and engages with fans to build excitement and promote the film.

ART DIRECTOR, ATLANTA, GA

Vainglorious - 3D/2D Hybrid Animated Short Film, August 2022-Present

- Collaborated with director and creative team to develop visual style and aesthetic of the film.
- Oversees concept artists, character designers, and background artists to ensure consistency with established style.
- Coordinated with composers to ensure consistency and approves final artwork before integration into the final film.

PRODUCER, ATLANTA, GA

Vainglorious - 3D/2D Hybrid Animated Short Film, April 2022-Present

- Developed project vision in collaboration with director, writer, and creative team members
- Managed project timeline and budget, ensuring adherence to both
- Recruited and managed creative team, oversees day-to-day production activities
- Coordinated with departments, maintains relationships with external vendors and stakeholders, monitors progress, and ensures successful release and distribution

LEAD 3D ENVIRONMENT ARTIST, ATLANTA, GA

Vainglorious - 3D/2D Hybrid Animated Short Film, April 2022-Present

- Developed background composition and layout for the film
- Led team of concept artists and 3D modelers to create assets for backgrounds
- Utilized Blender to create and render high-resolution backgrounds
- Coordinated with 2D painters for finalization and ensured timely completion within budget

PRODUCTION MANAGER, ATLANTA, GA

Vainglorious - 3D/2D Hybrid Animated Short Film, April 2022-Present

- Collaborates with producer and director to establish project scope, budget, and timeline
- Manages day-to-day operations, schedules, and workflow
- Identifies potential issues, develops contingency plans, and monitors progress
- Facilitates communication, manages budgets, and maintains a positive work environment.

UNREAL ENGINE TECHNICIAN, ATLANTA, GA

Magick Lantern, November 2022-Present

- Maintained direct communication with level designers and animators for system integration and synchronization.
- Conceptualized and executed a tracking system that seamlessly integrated with Unreal Engine for real-time projection of animated content.
- Integrated blueprints, camera sensors, and third-party software to optimize efficiency and performance.
- Collaborated with software developers to apply research findings and improve system functionality and performance.

PROJECT LEAD, ATLANTA, GA

WWE, January 2023-March 2023

- Facilitated team coordination by assigning roles and creating schedules to ensure project completion.
- Developed assets by utilizing various techniques, such as modeling, sculpting, and texturing, to create high-quality products.
- Collaborated closely with the concept team to ideate and implement design solutions aimed at enhancing the aesthetic appeal of the project.
- Worked collaboratively with all departments to provide guidance and instruction on best practices and procedures.

VIRTUAL ART DIRECTOR, ATLANTA, GA

Quandring Questions - Virtual Production Short Film, January 2023-March 2023

- Conceptualized and developed an environment that aligned with the script and color scripts of the film.
- Conducted the layout and level design, including lighting, fog, and particle effects.
- Configured camera angles to ensure optimal shots on the LED Volume.
- Collaborated closely with the film's director to ensure the realization of their creative vision.

XR TECHNICIAN, ATLANTA, GA

Quandring Questions - Virtual Production Short Film, January 2023-March 2023

- Operated the Unreal Engine scene from the Brain Bar.
- Manipulated lighting and fog effects to meet the director and Director of Photography (DOP) requirements.
- Made necessary adjustments to object positioning to align with the creative vision of the director and DOP.

VIRTUAL ART DIRECTOR, ATLANTA, GA

Constraint - Virtual Production Short Film, January 2023-March 2023

- Conceptualized and developed an environment that aligned with the script and color scripts of the film.
- Conducted the layout and level design, including lighting, fog, and particle effects.
- Configured camera angles to ensure optimal shots on the LED Volume.
- Collaborated closely with the film's director to ensure the realization of their creative vision.

VIRTUAL ART DIRECTOR, ATLANTA, GA

Regret - Virtual Production Short Film, September 2022-December 2022

- Led a team of 6 people from various departments and communicated effectively with each department.
- Conceptualized and developed an environment in line with the film's script and color scripts.
- Conducted layout and level design, including lighting, fog, and particle effects.
- Collaborated closely with the director to achieve their creative vision and configured camera angles for optimal shots on the LED Volume.

XR TECHNICIAN, ATLANTA, GA

Regret - Virtual Production Short Film, September 2022-December 2022

- Operated the Unreal Engine scene from the Brain Bar.
- Manipulated lighting and fog effects to meet the director and Director of Photography (DOP) requirements.
- Made necessary adjustments to object positioning to align with the creative vision of the director and DOP.

EDUCATION

BACHELOR OF ARTS (B.A.) IN INTERACTIVE DESIGN/GAME DEVELOPEMENT, ATLANTA, GA

Savannah College of Art & Design, December 2023

GPA 3.8

Extracurricular Activities

President Of Ping-Pong Club

SKILLS

3D Modeling

Level Design

Environmental Design

XR Technician

Unreal Engine

3D Visualization

Content Design

Creative Design

Virtual Production

Production Management

LANGUAGES

- **English**
Native

- **Arabic**
Conversational

REFERENCES

References available upon request