

SÉBASTIEN LEBON

Spatial Game Designer | Creative Technologist | R&D Immersive

Art & Tech bridge: interactive attractions, immersive exhibitions and LBE venues

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8 years in LBE · 80,000+ visitors on urban installations · TERPECA Phase 1 Nominee 2023-2025

🏢 PROFESSIONAL PROFILE

8 years of experience at the intersection of artistic creation, game design, and technical engineering for the LBE industry and immersive installations. Digital Arts graduate (ESA Saint-Luc), I serve as the creative and technical bridge capable of translating narrative intentions into viable hardware and software architectures. Thanks to my end-to-end mastery of the production pipeline (from ideation to Show Control and real-time development), I ensure seamless alignment across creative, technical, and field operations to guarantee the viability of complex installations.

🏢 PROFESSIONAL EXPERIENCE

Creative Technologist & Technical PM - Freelance

2023 - Present

- **Subway Art - Fort Napoléon, Ostend (2026)** : Creative direction and technical supervision of 5 phygital installations, designed and delivered as a two-person team. Artistic and technical coordination, Unity digital twin, Pepper's Ghost illusion synced over DMX with AI tracking (Python/YOLO), physical triggers, and immersive audio environment.
- **Pandore & Associés / Les Coqs en Pâte, Paris (2026)** : Scenographic and technical pre-production mission for an immersive attraction finale. Interface between creators and installers: visual ideation, interactive object mechanics, A/V specifications, and storyboarding.
- **Mons en Lumières - Trottoirs Lumineux & Pulsing Constellation (2024 - 2026)** : Technical direction for urban interactive light installations. Interfacing biometric sensors with real-time engines, DMX programming, and prior 3D simulation. Two installations deployed across two editions of the Mons en Lumières festival, seen by over 80,000 visitors.
- **CyberAxe - LBE Prototype (2025)** : Impact sensor R&D (design and 3D printing), Unity to Godot port, OSC and Art-Net/DMX integration, game master supervision tools.
- **Feu! Chatterton - Game Design & Development (2025)** : Creative direction and development of the interactive promotional video game for the band Feu! Chatterton: gameplay design, player experience and interface.
- **MIMA Museum - Vhils & Pol-Edouard (2024)** : Freelance mission reinforcing Studio Crafteke: technical supervision and video mapping (MadMapper), show control and sound design for two high-traffic temporary exhibitions.

Creative Technologist, Art Direction & Spatial Game Design - Studio Crafteke (2-person studio)

2018 - 2023

- **Dystopia - 100 m² Immersive Escape Game (2020 - 2023)** : Unity technical direction, Game Design and Show Control. Supervising multi-disciplinary teams, C# software architecture, centralized DMX/Art-Net control room, and operational maintenance (10,000+ players, rated 5/5 EscapeGame.fr), TERPECA Phase 1 Nominee 2023-2025.
- **Mons Biennial - Inner Lum (2022 - 2023)** : Design and deployment of the Inner Lum interactive projection mapping installation (Mons Biennial).
- **Computer Vision & Synthetic Data R&D - MINT (2021 - 2022)** : Development of 3D Unity environments to generate annotated synthetic datasets used for training YOLO computer vision models for user tracking.
- **Hardware Infrastructure, A/V Racks & Operational Maintenance** : A/V layout schematics design, technical rack mounting & wiring, microcontroller prototyping (Arduino), auto-start scripts, software watchdogs, and network diagnostics (Wireshark).

🛠️ SKILLS

- **Creative Concept & Art Direction** : Concept ideation and development, storyboards and intent sketches, concept art and moodboards, visitor journey scripting, intent notes and client pitching.
- **Interactive Development & Real-Time Engines** : Unity (C#), Godot, Python, Bash, Git, ComfyUI, LLM and synthetic data pipelines, YOLO, Ableton, Audacity, Adobe CC Suite.
- **Show Control, Networks & Protocols** : Chataigne, TouchDesigner, MadMapper, Spout/NDI, DMX512, Art-Net, OSC, UDP, TCP/IP, MIDI, WebSockets, REST APIs, Wireshark, watchdogs and auto-run scripts.
- **Hardware Integration, CAD & Workshop** : Arduino, Raspberry Pi, IoT sensors and actuators, rack assembly and power/data wiring, Houdini, Fusion 360, Blender, Maya, 3D printing (resin and filament), photogrammetry and drone capture.
- **Solid foundations, fast ramp-up** : Godot, Unreal Engine, YOLO, REST APIs, drone piloting, sound editing (Ableton, Audacity) and A/V network configuration.
- **Working style** : Autonomous technical and creative direction. On-site project management (risks, quotes, deadlines). Mentoring and skills transfer. Resilience under limited resources.

🎓 EDUCATION & AWARDS

- **Bachelor in Digital Arts - ESA Saint-Luc Brussels (2018)** : Graduation project Wellor awarded the department prize and selected as the school's flagship project.
- **TERPECA Nomination (2023 - 2025)** : Dystopia escape room awarded TERPECA Phase 1 Nominee status three years running at the Top Escape Rooms Project Enthusiasts' Choice Awards, voted by the international escape room enthusiast community.
- **Specialized Training in 3D FX & Simulation** : CGItrainer Mons (2018).
- **Jury Member - ESA Saint-Luc Brussels (2021)** : Assessment of end-of-year projects, Digital Art department.
- **Guest Lecturer & Speaker** : HEAJ Namur (2026): Masterclass on hardware/software engineering standards and LBE/Escape Room design.
- **Belgian Royal Economic Mission to Greece (2022)** : Member of the official Belgian delegation, museum and tourism sector.
- **Museum Innovation Mission to Paris (2024)** : State invitation to present interactive A/V solutions to Parisian cultural institutions.