

Quentin Papeux



quentin.papeux@gmail.com



+33602043907



[linkedin.com/in/quentinpapeux](https://www.linkedin.com/in/quentinpapeux)



<http://www.quentinpapeux.com>

Summary

Discover, learn and grow in the art of creation. My passion is building worlds and make them believable.

I am working on video games as Senior - Lighting Artist / Level Builder / Tech Artist since 8+ years. I am also working with Unreal engine since +10 years. I am mainly oriented in photo direction (Final shot, lighting & compositing).

Skills: Real Time (UE4/ Unity / Cry-Engine), Photogrammetry/Cartoon, Shading (Substance / PBR), Compositing, Lighting, Rendering, 3D Modeling, R&D...

Experience



Senior Lighting Artist

Sumo Digital Ltd

Dec 2017 - Present (3 years 2 months +)

Head/Lead lighting artist on SB. Lighting/Rendering/Tech/R&D on Sackboy: A Big Adventure [...]

Supporting art/tech lighting for different projects of the company (Sheffield projects/teams: Spyder (IOS) & Hood (Multi platforms). Tool strategy and lighting workflow for the project.



Mid- Level Artist / Environment Artist / Lighting Artist / Tech Artist & Associate co-founder

Enigami

Jan 2013 - Dec 2017 (5 years)

Head of environments creation (Level art & technical).

== Level Artist / Environment artist / Tech Artist / Lighting Artist ==

- o Modeling lowpoly, UVW, Texturing
- o Shading / Material
- o Environment Building
- o Landscape modeling & Painting
- o Lighting (Environment / Game & Cinematic)
- o Post-Process
- o Rendering Optimizations (Draw / GPU / PC, X1, PS4)
- o Visual Script (Kismet)
- o Environment VFX & Gameplay VFX clean
- o Final look / Clean
- o Technical writing, back up.

Article about my work on Shiness : <https://80.lv/articles/building-environments-for-a-cartoon-game/>

Projects:

Enigami

- o Shiness (PC, X1, PS4) / Action RPG
- o Foodfight XVI (PC, X1) / Multiplayer Party Game - Cancelled
- o Maât (Android, iOS) - Puzzle Game - Cancelled
- o Unannounced project - Action RPG
- o Unannounced project - MMO/RPG

Co-Prod

- o Studio Director (AR, iOS)



Junior 3D Artist

Enigami

Apr 2012 - Jan 2013 (10 months)

Modeling/Texturing Environment/Props/Characters on Shiness (PC, X1, PS4)



Webdesigner

Bioshock France

Jul 2011 - Jul 2011 (1 month)

Webdesign for Bioshock France / Bioshock Infinite.



3D Artist

Le Sage de Raoul servais

Jul 2011 - Jul 2011 (1 month)

3D model of a Farman F40 for "Le Sage" of Raoul SERVAIS. (Short animation)

Used for 2D Rotoscopy



3D Artist

Carlier Design

Aug 2010 - Aug 2010 (1 month)

3D Modeling for Carlier Design (design furniture)

Education



CGItrainer 2011-2012

Certificat Autodesk, Artist 2D/3D/FX

2011 - 2012

CGItrainer center & Autodesk formation

Centre CGItrainer & Autodesk ATC © de Jean-Yves Arboit - 2011-2012

Formation en ligne sur : 3DS Max, Nuke, After effect, Photoshop



Music formation / OPS Music school

Piano

2000 - 2019

Classic, Jazz, Rock, Modern...

Licence Concepteur Réalisateur 3D

Bachelor's degree / Licence, 3D Artist / Animation movie

2010 - 2013

Bachelor's degree (3 years) in a 3D School for Movies & Animations Movies.

Licence Concepteur/réalisateur 3D

High School - Louis Pasteur / Lille

High School Diploma / Literary / BAC L mention, Literary & Art History / Histoire des Arts & Arts section littérature

2007 - 2010

High school diploma in Literary & Art history.

Bac littéraire spécialité : Arts plastiques et Histoire des arts

Licenses & Certifications

Course Title 3DS MAX - The Autodesk® Authorized Training Center

13NCWO7755

Course Title Mental Ray - The Autodesk® Authorized Training Center

1362391630

Skills

Lighting • Video Games • unreal engine 4 • R&D • Texturing • 3D • Art • musician • 3D Modeling • Compositing