



# PAPLEUX QUENTIN

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## MID-LEVEL ARTIST / LIGHTING / TECH ARTIST

Offering 5+ years of experience building worlds and games. Discover, learn and grow are always my keywords. I put a great importance to **quality, efficiency, teamwork, communication**. I'm passionate by the worlds that I build or light, I'm always looking to add more details and create a true world with unique ambiance. Challenge is my motivation word, I'm traveler so cross ocean is not a problem.

### Core Competencies include:

#### LEVEL

- Modeling low/high poly
- **Environment building**
- Landscape modeling & painting
- Collisions modeling
- Integration
- Visual Scripting (Kismet & blueprint)

#### LIGHTING

- **Lighting Game / Environment / Cine**
- Texturing / Shading / Material
- PBR / Cartoon rendering
- **Post-Process**
- Final look / Clean

#### TECHNICAL

- **Optimization** (Monitoring tool)  
(Draw / GPU / PC, X1, PS4)
- **Gameplay / Environment VFX**  
(Cascade, Houdini, Flowmaps)
- R&D / Shading R&D
- UE3/UE4 Issues / Technical writing

**Tools:** **[REALTIME]** UE4/UE3/UDK, CRYGEN (Basic) **[3D]** 3DS MAX, Maya, XSI, Mudbox, Zbrush, Modo, 3D Coat **[MIDDLEWARE]** Substance Painter/Designer, Speedtree **[2D]** Photoshop, Illustrator, InDesign, Flash.. **[VFX]** After Effects, Nuke, 3DS MAX (Rayfire, hair&fur, cloth, FumeFX, ParticuleFlow), Houdini (Basic, used for UE4 VFX (flowmap...))... **[VIDEO]** Premiere, Vegas Pro, Audition, Audacity

## WORK EXPERIENCE

### • Level Artist / Environment artist / Tech Artist & Associate co-founder, ENIGAMI

I'm in charge of the environments creation (Level art & technical).  
april 2012- now (5 years 5 months)

- Projects:**
- **Shiness (PC, X1, PS4)**
  - **Foodfight XVI (PC, X1)**
  - **Maât (Android, ios)**
  - **Unannounced project**
  - **Unannounced project**

#### • INTERNSHIP, 3D ARTIST, CARTOONIST 2013

I was in charge to create 3D communication (Trailers, 3D mascots...)  
june 2012 – july 2012 (2 months)

#### • WEBDESIGNER, BIOSHOCKFRANCE.COM

I was in charge to create a new web design for Bioshock Infinite release.  
july 2011 – july 2011 (1 month)

#### • INTERNSHIP, 3D ARTIST, CARTOONIST 2013

I created short Stop-motion movie & research for the communication (logo..)  
july 2011 – july 2011 (1 month)

#### • 3D ARTIST, LE SAGE DE RAOUL SERVAIS

I was in charge to create a 3D Plane to help 2D animators  
july 2011 – july 2011 (1 month)

#### • INTERNSHIP – 2D/3D ARTIST AT ERICK DUHAMEL

I was in charge to create 3D Archi model & elements for website  
july 2011 – july 2011 (1 month)

#### • 3D ARTIST AT CARLIER DESIGN

I was in charge to create 3D model for Design  
august 2010 – august 2010 (1 month)



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## EDUCATION

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- **License (3D Designer / 3D Director )**  
2010-2013
- **Autodesk Mental ray Education (Synthesis – CGI Trainer)**  
January 2012
- **CGItrainer Training (J.Yves Arboit) : Essential&Advanced**  
2011-2012
- **BACCALAUREAT (Highschool degree) in literature, graduate with honors, Specialty Art History / Visual Arts, high school Louis Pasteur.**  
2007-2010

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## CERTIFICATIONS

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- **Course Title 3DS MAX**

The Autodesk® Authorized Training Center Licence 13NCWO7755  
january 2012

- **Course Title Mental Ray**

The Autodesk® Authorized Training Center Licence 1362391630  
january 2012



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## LANGUAGE

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- **French** (native) , **English** (B2), **Spanish** (B1)

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## AWARDS / ARTICLES

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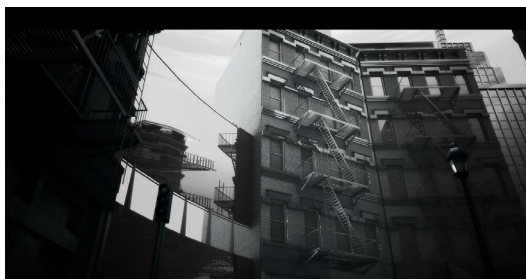
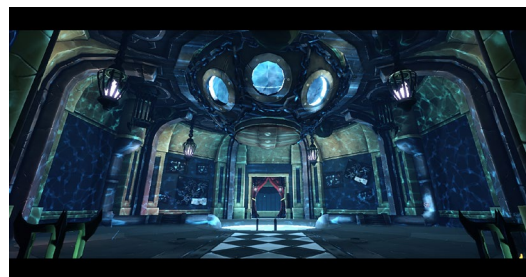
- **Article about my work on Shiness game.**

<https://80.lv/articles/building-environments-for-a-cartoon-game/>

- **2011 - Contest TD3D/Festival Anima - Web category - Short Movie : Virus - 1st prize**

I did a short animation movie when I was student.

- **Piano international contest (Brussel)**



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## INTERESTS

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- **Sport** : Archery, Boxe, Athletics, formula 1, swimming, climbing, ninjutsu...
- **Piano** : (17yo ), keyboard instrument, MAO, compositions...
- **Travels**: Greece, Spain, Netherlands, Cyprus, Thailand, Cambodia, Japan, China, Hong kong... I love to travel!... [www.ecoocat.com](http://www.ecoocat.com)
- **Music**: Jazz, Classic, Rock : Queen, led zep, Linkin park, Rachmaninov, Tchaikovsky...
- **Other interests**: Canada / Quebec, CG forum, Cartoon (old, disney, cartoon), Video games, Sci-fi, Fantastic, Japan culture, History, Game jam...