

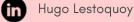
PROFIL

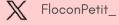
Tech artist interested and the invested in whole production pipeline for game development, from level art or animation to programming or visual effects. Having studied in both technical and art school, I am confortable working alongside both of those teams.

CONTACT

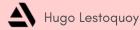
- Paris, France
- hugomakesgames@gmail.com
- +33651100600
- Driving License

FIND ME AT









https://hugolestoquoy.github.io/Portfolio

Hugo LESTOQUOY

3D GENERALIST - TECH

FORMATION

2021-25 - LISAA - Bachelor Game Tech Art

2019-21 - INP ENSEEIHT - Engineering School - Computer Science

2017-19 - CPGE: Maths - Physics - Engineering

2017 - Bac général scientifique

SOFTWARES













UNITY

UNREAL **ENGINE**

ZBRUSH

3DSMAX

MAYA

CASCADEUR







SUBSTANCE **PAINTER**



SUBSTANCE **DESIGNER**



SKILLS

- Modeling/Texturing/Lighting
- Animation/Rigging
- VFX/Shaders
- Programming: C# C++ Python Blueprint HTML/CSS
- Versioning with Git
- Team Leading and Thorough work

LANGUAGES/INTERESTS

• French: Native

• English: Fluent (TOEIC 970)

• Japanese: Learning

- Video Games (Every genre)
- E-sport and Speedrunning
- Badminton
- Cooking

EXPERIENCE

- Private Tutor for Mathematics and Physics (High School Level)
- Delivery and Postman as interim