











PROFIL

Tech artist interested and invested in the 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 comfortable working alongside both of those teams.

CONTACT

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

FIND ME AT

-  Hugo Lestoquoy
-  FloconPetit_
-  Hugo Lestoquoy
-  Hugo Lestoquoy
-  <https://hugo-lestoquoy.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



PHOTOSHOP



SUBSTANCE
PAINTER



SUBSTANCE
DESIGNER



GITHUB

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