



# STEPHANE NEPTON

VIDEOGAME VISUAL EFFECTS (VFX)  
ARTIST @ BEHAVIOUR INTERACTIVE INC.



## LANGUAGES SPOKEN

FRENCH  
ENGLISH  
INNU



## PROFILE

I'M AN INNU ARTIST. I HAVE A PASSION FOR DIGITAL CREATION BUT I ALSO LOVE SPENDING TIME IN NATURE. FOR MY WORK I OFTEN HAVE TO DIGITALLY REPRODUCE THE FOUR ELEMENTS (WATER, AIR, EARTH, FIRE), BRINGING MY TWO PASSIONS TOGETHER! IT'S A PERFECT BALANCE.



## EDUCATION

**CERTIFICATE IN 3D (VISUAL EFFECTS FOR  
TELEVISION AND FILM)**

UQAM

**DCS IN ART**  
CÉGEP DE SEPT-ÎLES



## MY TASKS

- **FEEDING MY CURIOSITY**  
-WATCHING VISUAL EFFECTS IN ALL STYLES OF VIDEOGAMES, SEARCHING FOR TUTORIALS TO FILL IN MY KNOWLEDGE GAPS, LEARNING NEW TECHNIQUES.
- **CREATING VISUAL EFFECTS**  
-DIGITAL CREATION FOR VIDEOGAMES. CREATING TEXTURES, ANIMATING TEXTURES, RECREATING ENVIRONMENTS (FOR EXAMPLE, SNOW, RAIN, SMOKE)

## WHAT I

- MY WORK IS SUPER STIMULATING. EVERY DAY I CREATE MAGICAL VISUAL EFFECTS OF FIRE, EXPLOSIONS, ENVIRONMENTAL EVENTS, ETC. MY CREATIVITY IS HIGHLY STIMULATED. I HAVE TO CONSTANTLY REINVENT MYSELF AND GO THE EXTRA MILE.
- IT'S VERY GRATIFYING TO BE INVOLVED IN THE CREATION OF WELL-KNOWN VIDEOGAMES.

## WHAT I

- THERE ARE TWO SIDES TO MY WORK: ONE IS MORE ARTISTIC, WHILE THE OTHER IS MORE TECHNICAL. I'M MORE OF AN ARTISTIC PERSON, SO I HAVE TO COUNTERBALANCE THAT BY WORKING HARDER ON ALL THE TECHNICAL ASPECTS THAT MY JOB REQUIRES.