



# EUGEN PAPEN

VISUAL DEVELOPMENT /  
CONCEPT ARTIST

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www.eugenpapen.com

## SKILLS

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Vis Dev / Concept Art  
Color Script / Color Keys  
Background Design & Paint  
Prop Design  
3D Modeling  
Custom Calligraphy  
Graphic Design

### Digital:

Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Blender  
Aseprite

## WORK EXPERIENCE

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Dec 2024 - present

### ArtDock

Chisinau, Rep. of Moldova  
**Concept Artist, 2D Artist**

Oct 2024 - Nov 2024

### bully! entertainment

Chisinau, Rep. of Moldova  
**Freelance Concept Artist**

Mar 2023 - Dec 2024

### Freelance

Chisinau, Rep. of Moldova  
**Visual Development Artist**

Aug 2021 - Mar 2023

### Avantaj Prim

Chisinau, Rep. of Moldova  
**2D Artist, Art Lead**

Oct 2020 - Aug 2021

### Pape Studio

Chisinau, Rep. of Moldova  
**Graphic Designer & Illustrator**

Oct 2019 - Oct 2020

### Brandon Archibald

Odessa, Ukraine  
**Graphic Designer & Illustrator**

Jun 2016 - Jun 2019

### Piko Creative

Rep. of Moldova/Netherlands  
**Graphic Designer & Illustrator**

## EDUCATION

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2008-2011

**The National University of Arts,**  
Bucharest, Romania  
**BA in Product Design**

2022 - present

### Relevant Coursework:

- Visdev Advanced Class with Zac Retz
- Cinematic Color Keyframes with Samuel Smith
- Narrative Illustration with Adrian Bush
- Drawing for Composition with Will Weston
- Painting with Light and Color with Dice Tsutsumi
- Pictorial Composition with Nathan Fowkes

## LANGUAGES

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English  
Romanian  
Russian

## OTHER

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Authorised to work for any EU employer  
(No sponsorship required)