



EUGEN PAPEN

VISUAL DEVELOPMENT /
CONCEPT ARTIST

eugen.papen@gmail.com
www.eugenpapen.com

SKILLS

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 (modeling)
Aseprite

WORK EXPERIENCE

Dec 2024 - present

ArtDock

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

Mar 2023 - Dec 2024

Freelance/Remote

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
Co-founder & Graphic Designer

Oct 2019 - Oct 2020

Brandon Archibald

Odessa, Ukraine
Graphic Designer

Jun 2016 - Jun 2019

Piko Creative

Rep. of Moldova/Netherlands
Graphic Designer

May 2013 - Jun 2016

Moldcell

Chisinau, Rep. of Moldova
Graphic Designer

EDUCATION

2008–2011

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

2022 - present

Relevant Coursework:

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

LANGUAGES

English
Romanian
Russian

OTHER

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