



KEVIN KETFI

HANDS-ON LEAD GAME ARTIST | SENIOR 3D ARTIST

Art Direction · Worldbuilding · Team Leadership · Environment & Materials



CONTACT

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www.ketfikevin.com

SOFTWARE & TOOLS

- Unreal Engine 5 (Lumen, Nanite)
- Unity
- ZBrush
- Substance Designer / Painter
- Python (pipeline scripting)

CORE SKILLS

Environment Worldbuilding, biomes & foliage systems, modular kits, trim sheets, texel density

Materials Procedural & hand-crafted texturing, shader development, vertex blending, stylized surfacing

Production

Memory / shader / draw-call optimization, pipeline automation, cross-team standards

Character production support: rig and animation review, gameplay integration, visual polish and coordination with specialist animators.

LANGUAGES

French — Native

English — Fluent

Russian — Basic

EDUCATION

Master 1, Game Art

Master Classe (Online)

08.2013 – 06.2014

Hands-on Lead Game Artist and Senior 3D Environment Artist with 13+ years of experience creating and directing stylized real-time game art across PC, console, mobile, and VR. Experienced in reviewing existing artwork, strengthening visual consistency, establishing practical style guides, and translating gameplay requirements into production-ready visual solutions. My primary discipline is stylized 3D environment art, supported by experience directing and integrating characters, animation, UI, lighting, materials, and external art production. Credits include Fortnite, LEGO Fortnite, Fortnite x The Simpsons, The Smurfs: Dreams, and Lords Mobile.

www.ketfikevin.com

LEAD GAME ART & PRODUCTION

- Hands-on stylized 3D environment and prop production
- Visual consistency audits and artwork improvement
- Style guides, quality standards and production guidelines
- Character, animation and UI review and integration
- Direction and feedback for freelance artists
- Unity implementation and performance optimization

EXPÉRIENCE

Art Director / Lead Environment Artist May 2026 – Present

KAFI Game Studio

- Own the visual direction and environment art production for a stylized PC/console title built in Unreal Engine 5.
- Set visual benchmarks, production standards, and scalable workflows across environments, materials, vegetation, lighting, and optimization.
- Direct and review work produced by external artists through clear briefs, references, actionable feedback, and final quality approval
- Stay hands-on: environment systems, shaders, foliage pipelines, modular assets, LODs, and impostors.

Senior Environment Artist Jun 2025 – Feb 2026

Yumebau / Epic Games - Fortnite (Simpsons & Season 7)

- Took a hands-on specialist contract to deepen foliage and Nanite pipeline craft alongside Epic's Art Direction and Technical Art teams.
- Owned the full asset pipeline from modeling through Unreal Engine integration for stylized trees, ferns, and hedges matching Fortnite's visual direction.
- Built reusable foliage materials for wind and color variation; produced optimized geometry, LODs, Nanite assets, and fallbacks.
- Delivered foliage, environment assets, and props for the Fortnite x The Simpsons edition.

Principal Environment Artist 2024 – 2025

Seedify — Remote

- Built stylized UE5 environments using procedural materials, PBR trim sheets, and modular kits.
- Delivered lighting passes and performance-conscious shaders for real-time production.
- Developed scalable UGC-ready pipelines, reusable materials, and worldbuilding templates, specializing in stylized sculpting and biome cohesion.

Senior Environment Artist- The Smurfs: Dreams 2023

Ocellus Studio — Remote

Freelance contract, concurrent with Beyond Creative

- Built a full modular environment kit architecture, foliage, props, terrain for a stylized world.
- Developed procedural Substance Designer material workflows and a reusable, cross-platform UE5 lighting/shading pipeline.
- Implemented a UGC-style asset pipeline adopted by level designers for blockouts and final scenes.

Art Director / Senior Environment Artist Mar 2022 – Mar 2024

Beyond Creative - Fortnite x LEGO & UEFN

- Led the visual direction and art production of large-scale LEGO Fortnite experiences developed with Epic Games.
- Defined visual standards, lighting direction, and environment guidelines for distributed teams.
- Balanced creative ambition with strict performance and gameplay-readability constraints.
- Owned production planning and visual consistency across multiple concurrent projects.

Lead 3D Artist VR/AR Mar 2021 – Aug 2022

Archiact - Canada

- Led a team of 18 creating high-quality VR/AR environments.
- Built Unity/UE workflows including custom shaders, optimized trim sheets, atlas-based pipelines, and lighting profiles.
- Integrated assets under strict memory, draw-call, and shader budgets.
- Authored procedural surfacing and tiling material systems for scalable world production.

Senior 3D Environment Artist Sep 2020 – Feb 2021

IGG AAA Studio — Canada

- Created stylized fantasy environments using procedural materials, trim sheets, and PBR texture workflows.
- Developed UGC-oriented material systems enabling rapid production across large environment sets.
- Built optimized shaders and modular kits for UE-based pipelines; mentored 11 artists on surfacing quality and technical standards.

Art Director 3D — Unity Apr 2018 – Aug 2020

SmartPixel - Canada

- Directed visual production for real-time environments in Unity.
- Built tileable material libraries, trim sheets, and shader-based solutions for reusability and performance.
- Designed HDR real-time lighting and optimized large interactive scenes.
- Established production pipelines and documentation used across 25+ artists.

Lead 3D Artist - VR/AR Oct 2013 – Mar 2018

Mindmaze - Switzerland

- Led 21 artists delivering VR/AR worlds under strict performance requirements.
- Created detailed assets and environments using ZBrush sculpting, PBR texturing, and optimized baking workflows.
- Developed VR-friendly custom shaders, procedural masks, and material blending techniques.