



**Gennadii  
Prokopchuk**  
Environment/Lighting Artist

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Ukraine

## EDUCATION

### Marketing and PR

University of Finance and Management

2017 - 2019

Warsaw

### English Philology

University of Social Sciences

2014 - 2017

Warsaw

## PORTFOLIO

<https://genaprokopchuk.artstation.com/>

## WORK EXPERIENCE

### Environment/Lighting Artist/3D Modeler

Personal Projects

2020 - Present

### Software

Unreal Engine 5, Blender, DaVinci  
Resolve, Adobe After FX, Photoshop,  
Inkscape, Quixel Mixer

## SKILLS

Experience with lighting  
in the UE4 pipeline, and  
hands-on skills working  
in UE5-Lumen

Understanding of color,  
contrast, and lighting  
design

Significant knowledge  
and experience using  
Blender

Knowledge of PBR  
based workflows

An understanding of  
spatial composition and  
lighting techniques that  
influence mood, tone,  
atmosphere and  
aesthetic within a scene

Experience with world  
building and texturing  
inside a game editor  
(Unreal Engine 4/5)

Excellent  
understanding of how  
physically-based  
cameras work

Excellent oral and  
written communication  
skills

Strong problem solving  
skills and a good eye

## LANGUAGES

French  
*Elementary Proficiency*

Ukrainian  
*Native or Bilingual  
Proficiency*

Russian  
*Native or Bilingual  
Proficiency*

English  
*Full Professional Proficiency*

Polish  
*Professional Working  
Proficiency*

Romanian  
*Limited Working Proficiency*

## INTERESTS

Traveling

Philosophy

Psychology

Football

Music