

Najim Filali

Saksak.

ROLE

Art Director
Principal Artist

LOCUS

Montréal, QC

CONTACT

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01.0 – BRIEF

Principal Artist and Art Director shaping worlds for AAA games and feature film. Ten years building environment and biome pipelines from zero across Quantic Dream, Blizzard, 1047 Games, Wizards of the Coast and MPC. Leads LookDev, hires and mentors teams, ships to a consistent quality bar.

02.0 – CREDITS

SHIPPED / RELEASED · SELECTED

01 / AAA GAME	Star Wars: Eclipse (unreleased)	Quantic Dream	Principal Artist
02 / AAA GAME	Splitgate 2	1047 Games	Principal Environment Artist · Lead Biome
03 / AAA GAME	Unannounced Survival IP	Blizzard Entertainment	Senior Environment Artist I
04 / AAA GAME	D&D: Dark Alliance	Wizards of the Coast / Tuque	Lead 3D Artist
05 / LIVE SHOW	Madonna · BBMA 2019	Reflector Entertainment	3D Modeler
06 / LIVE SHOW	PY1 (Guy Laliberté)	Reflector Entertainment	3D Artist
07 / FILM VFX	Aquaman	MPC	Environment Artist
08 / FILM VFX	Detective Pikachu	MPC	Environment Artist
09 / AAA GAME	Blood & Truth (PSVR)	elite3d	Environment Artist
10 / AAA GAME	Call of Duty: MW2 Remastered	elite3d	Environment Artist
11 / AAA GAME	The Crew 2	Ubisoft / Ivory Tower	Environment Artist

JAN 2026 – PRESENT
MONTRÉAL, QC

Beyion Studio / Principal Artist

- First artist hired; owns key aspects of the environment pipeline on an unannounced project (NDA).
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APR 2024 – JAN 2026
MONTRÉAL, QC

Quantic Dream / Principal Artist

→ STAR WARS: ECLIPSE

- First and only artist in the Montréal studio at time of hire — set the LookDev bar for hero assets and environments defining the game's visual identity.
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JUN 2023 – APR 2024
NEVADA, USA

1047 Games / Principal Environment Artist · Lead Biome

→ SPLITGATE 2

- Stood up the Biome team from zero; hired, grew and mentored the artists that shipped every biome map in the title.
 - Owned the end-to-end procedural pipeline — Houdini landscape generation, procedural materials, Unreal Engine 5 dressing — and made it repeatable across maps.
 - Directed composition, sculpting, overpaints and dressing across all biome maps to a consistent quality bar.
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MAY 2022 – JUN 2023
IRVINE, CA

Blizzard Entertainment / Senior Environment Artist I

→ UNANNOUNCED SURVIVAL IP (CANCELLED)

- Shaped environment pipelines and large-biome composition during LookDev and preproduction.
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JUL 2019 – JAN 2022
MONTRÉAL, QC

Wizards of the Coast · Tuque Games / Senior 3D Artist → Lead 3D Artist

→ D&D: DARK ALLIANCE

- Promoted from Senior to Lead; owned the 3D environment asset pipeline and the team's quality bar across modeling, texturing, optimization and tech-check.
 - Shipped hero assets and benchmarks; resolved creative and technical bottlenecks across levels through launch.
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APR 2019 – JUL 2019
MONTRÉAL, QC

Reflector Entertainment / 3D Artist

- Shipped visuals for PY1, Guy Laliberté's immersive pyramid show.
 - 3D modeler on Madonna's 2019 Billboard Music Awards performance.
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AUG 2018 – DEC 2018
VANCOUVER, BC

MPC / Environment Artist · Sculptor

→ DETECTIVE PIKACHU · AQUAMAN

- Environment sculpting for two blockbuster features.
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JUL 2017 – JUL 2018
VALENCIA, SPAIN

elite3d / Environment Artist · 3D Generalist

→ CALL OF DUTY: MW2 REMASTERED · BLOOD & TRUTH (PSVR) · AMAZON LUMBERYARD DEMO

- 3D generalist across modeling, texturing, environment art, props and characters for three shipping platforms.
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AUG 2016 – JUL 2017
LYON, FR

Ubisoft · Ivory Tower / Environment Artist

→ THE CREW 2

— Props and environments for the open-world racing title.

JAN 2016 – MAR 2016
PARIS, FR

Kylotonn Games / Environment Artist (Internship)

→ WRC 6

— Environment modeling and layout.

02.2 – BEYOND THE
STUDIO

FOUNDER WORK · ARTISTIC PRACTICE

OCT 2024 – PRESENT
TERREBONNE, QC

The Souk Factory / Co-Founder · Vice President

— Co-founded an artisan candle and home-fragrance brand sold through Shopify and local markets; runs Wax & Wax workshops.

— Operates The Souk Galaxy creative-media studio under the same umbrella, collaborating with Sega, Greensky Games, Rubika, Forêt de la Seconde Vie and others.

OCT 2022 – PRESENT

IIITHRIII / Music Producer · Live Performer

— Electronic producer and live act; opened for Rudimental, The Glitch Mob, Kid Koala, Document One, Monty, Circadian and others.

03 – CRAFT

- Art Direction
- Team Building
- Creative Direction
- Pipeline Ownership
- Mentorship
- LookDev
- Environment Art
- Organic Sculpting
- Texturing
- Lighting
- Composition
- Visual Development

03.1 – SOFTWARE

- Unreal Engine 5
- Unity
- Houdini
- Maya
- 3ds Max
- ZBrush
- Substance
- Photoshop
- Illustrator
- DaVinci Resolve

OFFLINE RENDERERS

V-Ray · Octane · Redshift

LANGUAGES

- French
Native
- Dutch
Native
- English
Full professional

04 – TEACHING

Snappy Gurus

Mentor — Environment Art direction, Unreal Engine
2025 – Present

Rubika Montréal

Art Direction Lecturer —
Masters 3
2022 – 2025

Think Tank Training Centre

Private Mentor —
Environment Art, UE5, V-Ray,
Redshift, Houdini
2023 – 2025

École Brassart (Lyon)

3D Art & Texturing Lecturer
2016 – 2017

SAE Institute Geneva

Game Art Lecturer
2016 – 2017

05 – EDUCATION

Haute École Albert Jacquard (HEAJ)

Computer Graphics · Game Art
2012 – 2016

Institut Sainte Marie

Fine Arts
2008 – 2012