

JOEL ZAKRISSON


ENVIRONMENT ARTIST

joelzakrisson.com


joelzakrisson@gmail.com

+46 70 366 96 87


Experience

- **Level Artist - DICE**


Worked as a Level Artist towards the end of Battlefield 2042's production and at the start of the live service. Tasks included setup and sculpting of terrain, level layout, and prop dressing. Am currently working with EA Motive on Dead Space, helping out with various environment work and hero assets.

Sep. 2021 - Present
- **3D Artist - DICE**

Worked as a 3D Environment Artist on Star Wars: Battlefront II, Battlefield V, the Battlefront II live service, and Battlefield 2042. My main responsibility was to create 3D content for maps, while simultaneously managing our backlog and directing external/internal artists. Was trusted to continuously make sure that goals in terms of art and performance were met. 3D tasks included creation of architectural sets and props, photogrammetry cleanup, and destruction. Also had my own areas of maps that I was fully responsible for and drove from start to finish, such as Battlefield 2042's oil rig.

Nov. 2016 - Sep. 2021
- **3D Teacher**


I teach and lecture at Swedish game educations occasionally. I've held 3D courses at Forsbergs, lectures at Södertörn University, and have been part of the Futuregames jury.

Sep. 2016 - Present
- **3D Artist - Vobling**


Created architectural visualization for various clients. Was responsible for building interior scenes in Unreal Engine and Unity, and optimizing them for VR platforms.

Aug. 2015 - Nov. 2016


Education

- **Futuregames**

Advanced Vocational Education in 3D Art for games.

2015 - 2017
- **Södertörn University**


University studies in Game Art.


2014 - 2015
- **Klara Södra**


Upper Secondary School. Game Design orientation.

2011 - 2014

Achievements

- **Finalist - The Rookies**

Got an A rank and a finalist spot in The Rookies 2018, as well as excellence awards for all of my 4 submitted projects. Wrote the article *How to Make Your Portfolio Stand Out* for their blog.
- **Published Articles - 3D Artist Magazine, 80 Level, etc.**

Have written several articles for industry websites, such as *DICE: Behind the Art of Battlefield and Battlefront*, *Mastering 3D Art* and *Creating Contrasting Moods in UE4*. I've also been featured in the magazine 3D Artist with a *Fishing Trip* tutorial, a Marmoset Toolbag 3 review, and a showcase of *Cog Ship Battle*.
- **Featured by Artstation and Allegorithmic**

Featured by Artstation at their top row with *Mansion Hall* and *Fishing Trip*. *Cog Ship Battle* was handpicked for Allegorithmic's "The Art of Substance" exhibition in L.A. All projects were part of Allegorithmic's and Polycount's recaps.



Maya



Zbrush



Photoshop



Substance
Painter



Substance
Designer



Quixel
Mixer



Unreal
Engine



Unity



Frostbite
Engine



World
Machine



Marvelous
Designer