

JOEL ZAKRISSON


ENVIRONMENT ARTIST

 joelzakrisson.com


 joelzakrisson@gmail.com

 +46 70 366 96 87


Experience

- **Environment Artist (Nature Specialization) - DICE**


Leading the environment art production for two levels in the next *Battlefield* single player campaign. Currently responsible for the planning of the environment art, while composing the world in-engine together with our designers. I'm overseeing several artists from DICE, Criterion, and EA Shanghai that produce content and do supporting level art.

Sep. 2023 - Present
- **Level Artist - DICE**


Worked on *Battlefield 2042* and *Dead Space*. I was the owner of several environments where I did composition, prop dressing, and a mix of hard surface and natural content.

Sep. 2021 - Sep. 2023
- **3D Artist - DICE**

Worked on *Star Wars: Battlefront II*, *Battlefield V*, and *Battlefield 2042*. Was responsible for creation of architectural sets and props, and composed environments with the kits. I was also in charge of the full 3D backlog for the maps that I worked on, and directed multiple external/internal artists producing content.

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


I teach and lecture at Swedish game educations occasionally. I've held 3D courses at Forsberg's, 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

- **Articles/Interviews**

DICE: *Battlefield Briefing: Answering Your Reveal Questions, Inside Battlefield: Episode 23*
80 level: DICE: *Behind the Art of Battlefield and Battlefront, Mastering 3D Art, Creating Contrasting Moods in UE4*
3D Artist Magazine: *Build a real-time aquatic diorama, Cog Ship Battle Showcase, Marmoset Toolbag 3 Review*
- **Finalist - The Rookies**

Got an A rank and a finalist spot in The Rookies 2018. Wrote *How to Make Your Portfolio Stand Out* for their blog.
- **Featured by Artstation and Allegorithmic**

Featured on Artstation's 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 and Polycount's recaps.

