

CV

LUCAS JOSEFSSON
ENVIRONMENT ARTIST

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EXPERIENCE

Starbreeze Studios April 2017 - Current
Environment Artist

Paydway 2

Responsible for the texture/material production and pipeline in the Payday team, including quality benchmark, performance and optimisation. Working with building the base mesh and architecture structure of the levels, as well as set-dressing and lighting. Collaborating close across all departments such as, design, narrative, production and tech.

OVERKILL'S THE WALKING DEAD

Hard surface & prop artist.

RAID WW2

Environment Artis, Modeling, textureing, set-dressing & lighting arcitecture and base strcture of levels.

SKILLS

- Advanced textureing and material creation
- Hard surface modeling
- Orcanic sculpting and modeling
- Lighting
- Environment design
- Set dressing

SOFTWARE PROFICIENCY

- Maya
- Substance Designer
- Substance Painter
- Z-Brush
- Photoshop
- Unreal Engine 4
- Unity 5

EDUCATIONS

Vancouver Film School

Game Designen program,
specilazing in Game Art & Level Design

Berghs School of Communication

Berghs Intro, 21 hour course in various
subject areas in communications

Griffith University

One semester with stand-alone courses,
Management Concepts, Introduction to
Reserch, and Graphic Design

Lundsbergs High-school

Social Science program with focus on culture