

CV

LUCAS JOSEFSSON
ENVIRONMENT ARTIST

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📍 Stockholm, Sweden



WORK EXPERIENCE

Starbreeze Studios April 2017 - Current
Environment Artist

Payday 2

Responsible for the texture/material production and pipeline in the Payday team, including quality benchmark, performance and optimisation. Building base mesh and architecture for 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 Artist, Modeling, texturing, set-dressing & lighting architecture and base structure of levels.

Stockholms Auktionsverk June 2014 - December 2015
Photographer Assistant

Munters November 2013 - Mars 2014
Personal assistant to communication consult

SKILLS

- Advanced texturing and material creation
- Hard surface modeling
- Organic sculpting and modeling
- Lighting
- Environment design
- Set dressing

SOFTWARE PROFICIENCY

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|----------------------|-------------------|--------|
| • Maya | • Photoshop | • SVN |
| • Substance Designer | • Unreal Engine 4 | • Jira |
| • Substance Painter | • Unity 5 | |
| • Z-Brush | • Perforce | |

EDUCATIONS

Vancouver Film School
Game Design Diploma Program,
specializing in Game Art & Level Design

Griffith University
One semester with stand-alone courses,
Management Concepts, Introduction to
Research, and Graphic Design

Berghs School of Communication
Berghs Intro, 21 hour course in various
subject areas in communications

Lundsbergs High-school
Social Science program with focus on culture