

## PERSONAL INFORMATION



## Joakim Stigsson

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| Date of birth: 1988-07-03 | Nationality: Swedish

## WORK EXPERIENCE

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Aug 2014 – Present

### Environment Artist

Battlefield 1  
EA DICE, Stockholm, Sweden  
www.dice.se

Feb 2012 – Aug 2014

### Environment Artist

Crysis 3, Homefront: The Revolution  
Crytek UK, Nottingham, United Kingdom  
www.crytek.com

Oct 2011 - Feb 2012

### 3D Artist

Mobile and Platform  
Hello There, Gothenburg (Sweden)  
www.hellothere.se

Jul 2007 - Aug 2011

### Shop salesperson

Intersport, Jönköping (Sweden)  
www.intersport.se

## EDUCATION AND TRAINING

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22 Aug 08 - 10 Jun 11

### Game development – Graphic – Bachelor's Degree

Skövde Högskola, (Sweden)

- Concept art (Digital and analogy painting)
- Introduction to 3D modelling (Modelling for games)
- 3D modelling for games (Modelling, sculpting, texturing)
- Game development project 1&2 (Make a game in 10 weeks)
- Animation techniques (Animate and rigging characters)
- Animation Project (Animate, lightning and render a short movie)
- Life-drawing (The anatomy of the body)
- 3D Graphics 2 (Sculpting, High-end modelling, lightning)
- Individual creative project (Character modelling for games)

9 Aug 05 - 8 Jun 07

### IT/MEDIA

John Bauergymnasiet, Jönköping

- General computer knowledge (Computer as a tool)
- Photography (Take digital pictures, Photo retouch)
- Media Communication ( How to sell a trademark)
- Multimedia ( Flash, Designing Webb pages)
- Moving Pictures (Record and editing videos)

## PERSONAL SKILLS

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Mother tongue(s) Swedish

### Other language

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C2

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user  
Common European Framework of Reference for Languages

Communication skills

- Can happily work as part of a team or independently
- Excellent comprehension and retention.
- Pedagogic
- Good communication skills gained through my experience as a salesperson

Organisational / managerial skills

- Good experience in project and team management

Computer skills

- Good command of Adobe CS tools (Photoshop, After Effects, Premiere, Illustrator, Indesign)
- Good command of 3D Graphics Tools (3D Studio Max, Autodesk Maya, Pixelogic Zbrush, Substance Package, Worldmachine, Headus Uv-layout, Xnormal)
- Good command of Microsoft Office tools (Word, Excel, PowerPoint)
- Good knowledge of 3D Engine Tool (Unreal Engine, CryEngine 3, Frostbite)
- Basic knowledge of graphic design applications (Adobe flash, Adobe Dreamweaver)