

CV

Lucas Josefsson
ENVIRONMENT ARTIST

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EXPERIENCE

Starbreeze Studios April 2017 - Current
Environment Artist

Payday 2

- Main responsibility of creating and polishing materials
- Modeling and texturing environments and props
- Creating base structure and architecture of levels
- Set dressing and lighting levels

SKILLS

- Texture and material creation
- Hard surface modeling
- Organic modeling and sculpting
- 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 Design program,
specializing in Game Art & Level Design

Griffith University:
One semester with stand-alone courses,
Management Concepts and Graphic Design.

Berghs School of Communications:
Berghs Intro, 21 hour course in the various
subject areas in communications

**Lundsbergs High-school: Social
Science** program focused on culture,