

PATRIK ROSANDER

Senior Concept Artist

PROFILE

I'm a senior concept artist with 8 years of experience and 7 released titles. My skill set includes environment, character and vehicle design as well as art direction. I have experience leading multidisciplinary teams which have given me broad knowledge of modern game art pipelines including VFX and animation as well as deep technical knowledge of game engines related to rendering and game play systems.

EXPERIENCE

Senior Concept artist

Fatshark Games / Stockholm / 2016 - Present

Creating environment and VFX concept art as well as marketing illustrations. Mentoring junior artists and assisting with art direction.

Warhammer 40,000: Darktide

Working with the game engine team on rendering and post effects. Driving development for skybox technology, 3d vistas and matte painting workflows.

Warhammer: Vermintide 2

Led a cross disciplinary team to technically implement hero pieces with vfx and gameplay to a shippable quality. Designed post effects including lens flares, sharpen filters and color grading to push the look of the game.

Warhammer: End Times - Vermintide

Created environment concept art and vehicle designs for DLC's "Stromdorf" and "Death on the Reich".

Concept artist & Environment artist

Pieces Interactive a THQ studio / Skövde / 2013 - 2014

Worked on internal projects and "Magicka 2".

Contract Character artist

Paradox Interactive / Skövde & Stockholm / 2013

Created stylized characters for "Magicka: Wizard Wars".

Contract Concept artist & Environment artist

Pieces Interactive a THQ studio / Skövde / 2012 - 2013

Created environment concept art & assets for "Leviathan: Warships".

CONTACT

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SOFTWARE

Photoshop

Blender

Unreal Engine

3D Coat

Maya

EDUCATION

Bachelor of Arts

Game art

Skövde University / 2011

PUBLIC SPEAKING

GDC Art Directors Summit

San Francisco / 2020

EGX Rezzed

London / 2018

LANGUAGES

Swedish (Native)

English (Full Professional)