

David Olofsson

3D Artist at DICE (EA Digital Illusions CE AB), in Stockholm, Sweden.

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Summary

I currently work as a 3D Artist at EA DICE focusing on vehicles and weapons. I work with the creation of the highest quality 3D assets, from white-boxing to the finished asset. I create models, textures, destruction and PBR shaders. I also set up and implement assets into the game, and work closely with teams of outsourcing artists, creating briefs, setting up workflows and feedback on their work. I strive to constantly improve my craft, to create assets of the highest visual quality within performance and time constraints. I strive to always be up-to-date with the latest technologies and workflows, always trying to push the art to the absolute best it can be.

Experience

3D Artist at DICE (EA Digital Illusions CE AB)

April 2014 - Now (3 years)

Currently I am taking on the role of Lead Weapons Artist, leading a team of artists on site and off, to work on the next big AAA-title.

Before that, I have worked with vehicles and weapons on *Battlefield 1* and the 'They Shall Not Pass' and the 'Giant's Shadow' DLC. I was credited as Vehicle Artist. I was responsible for creating and implementing the vehicle art for the giant behemoth vehicles; the airship, battleship, armored train and the behemoth tank. I also worked with creating visual targets and workflows for weapons and vehicles, as well as working with shader setups for both, that adapt to different in-game conditions.

I have also spent additional time working on single- and multi-player environments, constructing environment set pieces and polishing assets.

3D Artist Intern at DICE (EA Digital Illusions CE AB)

September 2013 - April 2014 (8 months)

I created various environment models, textures and shaders for *Battlefield 4 Naval Strike* and *Battlefield Hardline*. Credited as 3D Artist and as Artist, respectively.

Contract 3D Artist at DICE (EA Digital Illusions CE AB)

June 2012 - August 2012 (3 months)

Hi-poly weapon modeling for *Battlefield 4*. Credited as Additional Weapon Artist.

Skills & Expertise

Maya

Photoshop

Frostbite

Z-Brush

Mudbox

Substance Painter

Substance Designer

DDO Suite

Education

The Game Assembly, 3D Art, 2011 – 2014