

Kontakta

garuzz@hotmail.com

[www.linkedin.com/in/](http://www.linkedin.com/in/davidolofsson3d)

[davidolofsson3d](#) (LinkedIn)

[do3d.se](#) (Portfolio)

[www.artstation.com/artist/](http://www.artstation.com/artist/davidolofsson)

[davidolofsson](#) (Portfolio)

Främsta kompetenser

Photoshop

Maya

Z-brush

Languages

Svenska (Native or Bilingual)

Engelska (Native or Bilingual)

David Olofsson

Lead 3D Artist - Weapons & Vehicles at DICE (EA Digital Illusions CE AB)

Stockholm

Sammanfattning

I'm responsible for the execution of the 3D art for all weapons, vehicles, and gadgets for the Battlefield games. I manage an in-house team of 3d artists in addition to several external partners, who I give feedback to, coach, direct and plan for. With our assets focusing around art and gameplay, I always strive to work as closely to the design discipline as possible, to make their vision a reality while holding strong to the art-direction.

Erfarenhet

DICE (EA Digital Illusions CE AB)

7 år 5 månader

Lead 3D Artist

mars 2017 - Present (3 år 11 månader)

Stockholm, Sweden

I am working as a Lead Hardware 3D Artist for the core gameplay team on the Battlefield franchise. I'm responsible for the 3D art of all weapons, vehicles, gadgets and everything in-between. In practice this means everything the player can carry, equip or pilot. This also includes 3D work on customization and cosmetics surrounding these items.

I have previously worked as a Lead Weapon Artist on Battlefield V where I was responsible for everything the players hold in their hands, as well as leading a team of 3D artists, while working closely with AD's, designers and engineers. I also helped out with some vehicles.

3D Artist

april 2014 - mars 2017 (3 år)

Stockholm, Sverige

I have previously worked with vehicles and weapons on Battlefield 1 and the DLC They Shall Not Pass. Credited as Vehicle Artist. Responsible for creating all the behemoth vehicles. I worked with look-dev for weapons and vehicles. I

spent substantial time constructing environment setpieces on single- and multi-player environments.

3D Artist

september 2013 - april 2014 (8 månader)

Created various models, textures and shaders for BF4: Naval Strike and BF: Hardline levels. Credited as 3D Artist and as Artist, respectively.

DICE (EA Digital Illusions CE AB)

3D Artist

juni 2012 - augusti 2012 (3 månader)

Working on weapons for Battlefield 4. Credited as Additional Weapon Artist.

Utbildning

The Game Assembly

3D Art, 3D Art · (2011 - 2014)