JOEL ZAKRISSON

ENVIRONMENT ARTIST

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Experience

Lead Artist - DICE — Apr. 2026 - Present
Leading a team of environment, VFX and lighting artists on an unannounced title. Supporting their day-to-day work with planning and feedback, while acting as the direct manager and career coach for five environment artists. Collaborating closely with directors, other leads, and our producer to ensure the production runs smoothly.

Lead Environment Artist - DICE — Nov. 2025 - Apr. 2026
Led two biome teams at DICE and EA Motive during pre-prod. of an unannounced title.

Environment Artist / Interim Lead Environment Artist - DICE — Sep. 2023 - Nov. 2025
Led the environment art production for *Battlefield 6's* Gibraltar biome in the single player campaign. Composed the world in-engine with our designers, while overseeing supporting artists from DICE, Criterion, and EA Shanghai. Stepped in as Interim Lead Environment Artist for the DICE single player team near the end of development.

Level Artist - DICE — Sep. 2021 - Sep. 2023
Worked on *Battlefield 2042* and *Dead Space*. Was the owner of several environments where I did composition, prop dressing, and a mix of hard surface and natural content.

3D Artist - DICE — Nov. 2016 - Sep. 2021
Created architectural sets and props for multiple DICE titles and composed environments with the kits. Managed the 3D backlog for the maps and directed external/internal artists.

3D Teacher — Sep. 2016 - Present
Occasionally teach and lecture at Södertörn University, Futuregames and Forsbergs.

3D Artist - Vobling — Aug. 2015 - Nov. 2016
Created architectural visualization in Unreal Engine and Unity for various clients.

Education

Futuregames — 2015 - 2017
Advanced Vocational Education in 3D Art for Games.

Södertörn University — 2014 - 2015
University studies in Game Art.

Achievements

Articles/Interviews
DICE: *Battlefield Briefing: Answering Your Reveal Questions*, *Inside Battlefield: Episode 23*
80 level: *DICE: Behind the Art of Battlefield and Battlefront*, *Mastering 3D Art*, *Creating Contrasting Moods in UE4*
3D Artist: *Build a real-time aquatic diorama*, *Cog Ship Battle Showcase*, *Marmoset Toolbag 3 Review*

Featured by Artstation, Allegorithmic, and The Roookies
Featured on Artstation's Top Row with *Mansion Hall* and *Fishing Trip*. *Cog Ship Battle* was handpicked for Allegorithmic's "The Art of Substance" exhibition in L.A. Recieved an A rank and a finalist spot in The Rookies 2018.

Zbrush · Maya · Photoshop · Substance Painter · Substance Designer · Quixel Mixer · SpeedTree · Unreal Engine · Frostbite Engine · World Machine · Marvelous Designer