



# Danai Katsoula Johansson

## ENVIRONMENT ARTIST

I am a 3D Artist with 5+ years of experience developing games, and a passion for making immersive environments. I take pride in being highly organized and a fast learner, and a collaborative setting is where I thrive.

### CONTACT

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### SKILLS

- Modular Assets
- Hard Surface Modelling
- Procedural Assets
- PBR Workflow
- In-Engine Implementation

### SOFTWARE

- Blender, Maya
- Substance Painter & Designer
- ZBrush
- Unreal, Unity
- Git, Perforce, Plastic SCM

### LANGUAGES

- English, Swedish, Greek

### EDUCATION

#### GAME ARTIST (ENVIRONMENT ART SPECIALIZATION)

FUTUREGAMES

2023 – 2 years

At FutureGames, I further honed my technical skills, teamwork and understanding of pipelines. We had courses that taught us the industry standard workflow when making Characters and Environments, the latter of which I chose for my 5 month specialization during the second year.

Furthermore, I developed an interest in Procedural Art. I also take pride in the diversity of my responsibilities in the four game projects making Environment and Character Art, Shaders and VFX.

#### BACHELOR'S DEGREE IN GAME DESIGN & GRAPHICS

UPPSALA UNIVERSITY

2020 – 3 years

The programme was divided such that half of it was dedicated to Game Design, and half to general Game Graphics. My main focus, which remains relevant, was Level Design.

I got to experience working in teams for multiple short projects, as assignments, and some longer ones that we showcased at the Gotland Game Conference. For Graphics we touched on everything such as 2D Art, UI low poly Character Art, animations and creating Environments in the engine.