



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

2 years

At FutureGames, I further honed my technical skills and understanding of pipelines. 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

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.