

SARALIE WÅGSTRÖM

Environment Artist



CONTACT



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@gmail.com



saraliewagstrom.com



[https://www.artstation.com/
saraliewagstrom](https://www.artstation.com/saraliewagstrom)

SOFTWARE



Maya



ZBrush



Modo



Substance
Painter



Substance
Designer



Photoshop



Marvelous
Designer



Unreal
Engine



Frostbite

EDUCATION

- **FUTUREGAMES**
2016-2018
3D Graphics &
Game Development

EXPERIENCE

ENVAR GAMES

Aug 2023 - Present

Senior Environment Artist

- **UNANNOUNCED PROJECT**

Working as a Senior Environment Artist on an unannounced project. Acting as co-lead and responsible for mentoring within the Environment Art team.

EMBER TRAIL

May 2022 - Jul 2023

Senior Environment Artist

- **DISTANT BLOOM**

On Distant Bloom, I worked as a Senior Environment Artist and was responsible for multiple environments in the game, as well as some architecture and general props. I took these from initial concept and planning to finished product. Tasks included level design, 3D asset design and creation, set dressing, lighting and optimization, as well as being involved in the project planning and direction. All this in close collaboration with the rest of the team.

HAZELIGHT

Sep 2019 - Apr 2022

Environment Artist

- **UNANNOUNCED PROJECT**

Mar 2021 - Apr 2022

On Hazelight's new, unannounced project I worked as an Environment Artist, responsible for a number of chapters and its levels together with one other artist and one Level Designer. Tasks included blocking out levels and 3D assets, lighting and planning, as well as developing the setting and visual style in accordance with Art-, Game- and Narrative Direction.

- **IT TAKES TWO**

Sep 2019 - Mar 2021

On It Takes Two, I worked as an Environment Artist, responsible for a number of levels. This included planning, blocking out and finalizing 3D assets, set dressing, lighting and optimization. I worked closely together with the level designers, as well as working with other disciplines to make sure the level had everything it needed.

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KNOWLEDGE

- ◆ 3D Modeling
- ◆ PBR Texturing
- ◆ Level Art
- ◆ Modularity
- ◆ Foliage
- ◆ Lighting
- ◆ Material Creation
- ◆ Level Design

LANGUAGES

- ◆ Swedish (Native)
- ◆ English (Fluent)

EXPERIENCE (CONTINUED)

EA DICE

Sep 2017 - Aug 2019

3D- & Level Artist

● BATTLEFIELD 2042

Jun 2019 - Aug 2019

Pre-visualisation with art- and setting exploration for the game during early pre-production. For this I created 3D assets, set dressing and managed outsourcing.

● BATTLEFIELD FIRESTORM

Nov 2018 - May 2019

I was part of making Battlefield Firestorm, Battlefield V's battle royale mode, as a 3D- and Level Artist, both before release as well as during live service. I was responsible for making 3D assets and set dressing the game's lobby, as well as optimizing it and updating it with new rooms. I also made assets for updates in the level.

● STAR WARS BATTLEFRONT II - Live Service

Mar 2019

During the development of Star Wars Battlefront II's Capital Supremacy live service update, I was part of building modular assets for the Dreadnought ship, as a 3D Artist.

● BATTLEFIELD V

Sep 2017 - Nov 2018

On Battlefield V, I worked with 3D- and Level Art: setting up levels, sculpting and painting terrain and set dressing for the single player cinematics. I also created 3D assets and modular asset sets for both single player and multiplayer in-game use, as well as for cinematics. I also worked with writing briefs and giving feedback on 3D assets created by outsourcing.

FUTUREGAMES & THE GAME ASSEMBLY & SÖDERTÖRN UNIVERSITY

2019 - Present
Multiple occasions

Teacher & Mentor

● COURSE LEADER

Held a 4 week course about Environment Art for games for the 3D class at Futuregames. This included planning, grading, lectures and personal feedback sessions with the students.

● LECTURER

At The Game Assembly and Södertörn University I've held lectures about Environment Art.

● MENTOR

Personal mentoring of 3D game art students.