

ERIK JAKOBSEN

LEAD ENVIRONMENT ARTIST

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EXPERIENCE

PANDEMIC STUDIOS

The Saboteur, 6 December 2009

Lead Environment Artist

Westwood, CA

06/2005-Present

PS3, XBOX360 and PC

- Oversee layout and quality of 5 x 5 km game space that spans many distinct environments (countryside, Paris, Germany, coast) and unique interiors.
- Lighting for most of the world exteriors, interiors and cinematics.
- Worked with a graphics programmer to direct, design and create Will To Fight look, lighting and effects (sky, lighting, clouds, design implementation, zone layout, full screen blood effect, etc.). We won the E3 2009 Award for 'Best Art Design' for 360.
- Direct look and create all terrain textures/scrub.
- Fine tune and modify all textures/shaders to be consistent with the world and lighting (needed to work with value to 'read' in both color and black and white).
- Manage a team of 13 Worldbuilders (at our peak) including review process.
- Work with Programming to design, test and implement the editor and it's tools.
- Design, model, texture and test assets for new editor tech to work out pipeline, look and quality bar. This includes roads, walls, terrain, rivers, building modules, etc.
- Create documentation for level layout, lighting, module creating, etc.
- Work out compromise between project Leads as well as liaison between Art and Design. This includes creating concept, documentation and 2D maps.
- Schedule my own team which was always on time and sometimes ahead of the other departments.

INXILE ENTERTAINMENT

The Bard's Tale, Fall 2004

Senior Environment Artist

Newport Beach, CA

02/2003-06/2005

PS2 and XBOX

- Design and create over 60% of the levels. This included concept, modeling, texturing, lighting, layout, animating and FX for environments.

GRAY MATTER

Trinity (canceled)

Artist

Santa Monica, CA

10/2002-02/2003

PC

- Create props, weapons and level textures.
- Some concept work to help flesh out levels.

TREMOR ENTERTAINMENT

The Unseen (canceled)

Environment Artist

Burbank, CA

2000-10/2002

XBOX

- Modeling, texturing, lighting, animated objects, FX systems for environments

EDUCATION

COGSWELL POLYTECHNICAL COLLEGE

Sunnyvale, CA

2000

B.A. Computer and Video Imaging - Game Design summa cum laude