

Joakim Eklund – 3D Artist – Curriculum Vitae

PERSONAL DETAILS:

Full Name: Joakim Tomas Eklund
Nationality: Swedish
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WORK EXPERIENCE:

Senior Texture Artist: **Funcom**
Primarily working with modelling ,texturing,
Monsters & characters in game
Date: Jun 2008 – Oct 2009

Graphic Artist: **Funcom**
modelling ,texturing, Monsters & characters in game
designing ,environments ,dealing with technical
graphics aspects of the game.
Date: Sep 2004 – May 2008

3D Illustrator: **Menjada**
Working as web-designer responsible
For 3D on websites. <http://www.menjada.com>
Date: Jun 2001 – Aug 2004

Designer: **Av-online**
Shareholders of the company , focusing on internet
advertising.
Date: Apr 2002 – Jun 2003

3D Illustrator: **JEK Design**
Start my own company focusing on web graphics.
<http://www.home.swipnet.se/JEK>
Date: Apr 1998 - May 2001

Security guard (escort): **ABAB**
State employee safety Company .
Date: Jun 1987 – Sep 2004

GAMEOGRAPHY:

- 2004-2008: Age of Conan Hyborian Adventure.
2008-2009: Age of Conan Rise of the Godslayer.

EDUCATION:

- 1974 - 1983: Elementary school.
1986 - 1987: Education airbase hunter F7 Swedish Air Force.
1987 - 1989: Education security guard ,
personal escort training ,
weapons training on safety Company ABAB.

ADDITIONAL EXPERIENCE & SKILLS:

- Software: 3D studio Max , Cinema 4D , Body Paint , Photoshop ,
Zbrush .
- Skills : Builds furniture and lamps in my spare time.
- Experience : Was in 2000 asked for the location as texture artist for
Unreal II by Lead artist Paul Mock at
Legend Entertainment.

REFERENCES:

- Recent Project : Age of Conan Hyborian Adventure.
<http://www.ageofconan.com>
- Privat Project : My homepage <http://oaklands.se>

RECOMMENDED By: