Erlend Brodal

Game Developer

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*I am a **technical artist**, currently living in Copenhagen. My specialties are shader development, procedural generation, and 3D. I have experience in creating custom tools for artists for software such as Unreal Engine and Unity. I mostly work with 3D Environments, both big and small, while organizing the whole art pipeline from Sketch to Build.*

Work Experience

Technical Art Director at Sharp Raccoon, Trondheim
August 2020 – Now

Co -founder of the company, working as the lead artist. My contribution is developing workflow and pipeline for 3D and shaders.

Software Developer at Way AS, Trondheim
June 2020 – 2020

Developing a Car Simulator for use in driving education.

Education

Master's in games, IT-University of Copenhagen
August 2019 – July 2021

Bachelor' in Games and Entertainment Technology, Nord University
August 2016 – July 2019