



# Erlend Brodal

Game Developer

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Tiurvegen 172,  
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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.*

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## 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.

Teacher Assistant at [Nord Universitet](#), Trondheim

August 2018 – June 2019

Holding workshops and helping students with game development

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## Education

Master's in Games, [IT-University](#) of Copenhagen

August 2019 – July 2021

Bachelor's in Games and Entertainment Technology, [Nord University](#)

August 2016 – July 2019

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## Accomplishment

- Most Innovative Game, [Norwegian Game Awards](#) 2020

