Erlend Brodal

Game Developer

erlendbrodal@gmail.com

www.erlendbrodal.com

Steinåsen 17,
7049 Trondheim, NO

I am a technical artist, currently living in Trondheim. My specialties are shader development, procedural generation, and technical solutions around 3D games. I have experience in creating custom tools for artists for software such as Unreal Engine and Unity, as well as developing prototypes and gameplay for various game projects. I also have experience working in both small and large teams, collaborating with other game developers. I mostly work with 3D Environments, both big and small, while organizing the whole pipeline from Sketch to Build.

Work Experience

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

Co -founder of the company. My contribution is developing workflow and pipeline for 3D, shaders, animation, UI/UX and programming gameplay in Unreal Engine.

Software Developer at Way AS, Trondheim
June 2020 – March 2021
Programming in Unity developing a car simulator for use in driving education.

Teacher Assistant at Nord Universitet, Trondheim
August 2018 – June 2019
Holding workshops, lectures and helping students with game development in all forms.

Education

Master of Science in Games, IT-University of Copenhagen
August 2019 – July 2021

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

Accomplishment

- Most Innovative Game, Norwegian Game Awards 2020
- Winner of InDev Game Jam 2019

WINNER
Norwegian Game Awards
Most innovative game

2020