

Andrea Dahnberg

Tech Artist & Programmer - Stockholm, Sweden

Shipped Games:

- The Stanley Parable
- The Beginner's Guide
- Dr. Langeskov [...]
- The Signal from Tölv
- The Light Keeps Us Safe
- What The Golf?
- Doctor Who: The Edge of Time
- OnlyCans: Thirst Date
- Adios
- Wavetale
- The Gunk
- Valheim

Skills:

- Unreal
- Unity
- Godot
- Shader Programming
 - HLSL, GLSL, and Node-Based
- VFX
- Scripting
 - C#, Python
- Texturing
- 3D Modeling
- Procedural 3D Art
- Web Development
 - React, Next.js

About Me

I'm a tech artist, programmer, and generalist with over 14 years of industry experience, with a particular passion for rendering, shaders, and VFX.

Over a long career, a high level of curiosity and appetite for learning has meant I've picked up skills in almost every area related to game development - and learned how they connect together. I'm always looking to expand my repertoire and explore new techniques, to keep bringing my work to the next level.

Studio Work

Thunderful Development / Tech Artist

June 2020 - October 2022

On **SteamWorld: Headhunter**, I was responsible for the entirety of the game's VFX and shaders. I also worked to create procedural geometry tools using Houdini to simplify the workflow for our level designers.

Additionally created VFX and shaders for **The Gunk** and **Wavetale**, both of which released in late 2021.

Iron Gate Studio / Tech Artist, Developer

October 2022 - October 2025

Working on **Valheim**, I've been responsible for the game's VFX and shaders since my hiring - additionally, since we are a small team, I am one of the two main programmers on the game.

I've also filled gaps in the team by designing enemies, voice acting, creating accessibility features, and creating new items.

Selected Freelance Gigs

Adios

Mischief LLC / Art Lead / 2020

Unreal 4 project. Created the art style, all shaders and VFX, and most 3D models.

Doctor Who: The Edge of Time

Maze Theory / 3D Artist / 2019

Created hero props like the TARDIS, the Daleks, and the Sonic Screwdriver.

What the Golf?

Triband / 3D Artist / 2019

Helped carry the game to the finish line for the last bit before release. Took most levels from blockout to final look.

THE LIGHT KEEPS US SAFE

Big Robot / 3D Artist / 2018

Designed and built some of the robots that haunt the player throughout the game.

Personal Projects

WildRP

Staff, Developer / March 2024 - Current

Volunteer project, creating a modded roleplaying server for Red Dead Redemption 2 using the official Rockstar Games RedM framework.

Responsibilities include managing staff, developing features for the game, and working on backend systems like an administration dashboard and database interfaces.



andrea.dahnberg.se

andrea@dahnberg.se