Andreas Nøhr

Technical Artist

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Copenhagen / Denmark

experience.

Technical Artist – Raw Power Mobile

May 2026 – Aug 2026

Sole Technical Artist, acting as the primary bridge between Art and Engineering. Owned technical planning, asset integration and pipeline stability across production.

- Developed and maintained custom Unity shaders and rendering solutions, balancing visual fidelity with mobile performance. Profiled and optimized materials, textures, geometry and asset configurations.
- Built modular environment systems and scalable workflows for scene construction, collaborating with Game Design on level architecture, spatial layouts and player flow.
- Supported recruitment for art and VFX roles, helping assess candidates and identify promising interns.

Junior Technical Artist – Raw Power Mobile

Jun 2025 – Apr 2026

Worked across art and engineering to develop production-ready assets, shaders, materials and tools, taking increasing ownership of technical challenges and workflow development.

- Developed an AI-assisted character production pipeline, including workflows for consistent character turnaround sheets.
- Collaborated with Raw Power Labs to explore artist-first AI integration, including secure, locally run ComfyUI workflows for 2D-to-3D character base generation.
- Built modular tools and workflows that improved asset integration, scene construction and consistency across production.
- Collaborated with artists and programmers to troubleshoot technical issues and ensure assets met visual and performance requirements.

Intern Technical Artist – Raw Power Mobile

Feb 2025 – May 2025

Joined during early development, when the project primarily consisted of programmer art and core gameplay systems. Helped establish the visual and technical foundations required for full art production.

- Created and integrated game-ready environment assets, materials and shaders in Unity.
- Established workflows for asset implementation and scene construction, supporting the transition from prototype to production.
- Worked across technical implementation, environment art and cross-disciplinary communication. Setting up AI workflows.

Instructor in Classical Drawing – Folkehuset Absalon

Jan 2018 – Apr 2023

Taught observational drawing, anatomy, composition, form and light to participants with varying levels of experience, developing their understanding of visual communication and artistic fundamentals.

education.

Design & Interaction – Royal Danish Academy of Design

Aug 2022 - 2025 Bachelor's degree

Cross-disciplinary programme exploring visual culture, game design and interactive visual worlds, with an emphasis on creative coding, prototyping and UX/UI design.

tools.

Unity	Blender	Illustrator	Git / GitHub	ComFy
Shader Graph/HLSL	Substance Painter	Photoshop	Perforce	Claude code
C#	Substance Designer	Midjourney	Clickup/Jira	Codex

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recommendations

Regina Dubiel – Senior Art Producer, Raw Power Mobile (ex–MovieStarPlanet)

"I've had the pleasure of working with Andreas on a 3D mobile auto-battler, where he was the sole Technical Artist. His responsibilities spanned owning our technical requirements, building and optimizing tools, and providing tech support for an art team of eight, to keeping the game optimized and running smoothly. On top of all this, he also built props and dressed entire levels, working closely with Game Design and handling everything from level setup to baked lighting and fog. He is always looking for ways to improve our game, tools, tech, performance, and pipelines often identifying and solving problems before they become problems for the team. On top of his technical knowledge, Andreas has a strong artistic eye, making him a key bridge between code and art and, quite simply, someone who makes the build work."

Mayenna Sophie Plastow-Smed – Senior Concept Artist, Raw Power Mobile (ex–Mood Visuals)

"One of the first things I noticed was Andreas's professionalism and high level of skill. He is competent way beyond his years of experience, operating and taking responsibility like a senior, while also setting realistic expectations and boundaries with honest feedback. He always noticed and fixed things that could be optimized in our pipelines, and helped define many of the workflows within the team. Andreas covered many areas, ranging from art to tech, with a very wide knowledge base he built really beautiful and optimized levels for our game and came with great ideas for what assets we could concept and create, in order to push the levels further. A very keen eye for visual design, with very high taste levels, and a technical wizard."

Carin Huurnink – Senior Animator, Raw Power Mobile (ex–Blizzard)

"Andreas is really good at asking the right question at the right moment. His concerns during production often caught problems before they became real problems he has a sharp eye for potential pitfalls and is never afraid to raise them, even when it's not the popular thing to say. He was also one of the driving forces behind how our team approached AI, helping us figure out where generative tools and LLMs actually made sense and where they did not, and doing it with curiosity instead of fear. On top of that, he put serious work into performance optimization that made the whole game run better, all while being the only technical artist on the team that is a lot of pressure to carry alone, and he handled it really well."

Anne Digens – Senior Producer, Raw Power Mobile (ex–Mood Visuals, SYBO)

"Andreas somehow manages to be everywhere at once. He has a great eye for visuals, strong technical skills and an incredible attention to detail, whether it's performance, Unity setup, folder structures, naming conventions, or making sure what we build today will still make sense tomorrow. And he creates epic shaders. A real talent for finding the space between art and tech understanding what both sides need and coming up with solutions that make our work better, faster and easier to maintain. On a team, Andreas is the kind of person who always shows up when people need help, no matter what the problem is."

Kristian Knudsen – Senior 3D Stylized Character Artist, Raw Power Mobile (ex- Tactile, Funday Factory)

"I watched him grow from an intern into one of the most valuable people on our team. We wouldn't have shipped our game without him. Andreas had an uncanny knack for digging up techniques from the early days of 3D and adapting them to solve very modern problems. That kind of resourcefulness is rare, and it made him an ideal partner for making ambitious visuals work within tight technical limits. What sets him apart even beyond that is the sheer breadth of his curiosity he moves fluidly between programming, art, game design and sound, and explains technical concepts at exactly the level someone needs, so it clicks instantly. If I ever started my own studio, Andreas would be the first person I'd call."

For the full recommendations and additional endorsements, visit my LinkedIn profile.