



**Henrik Sandin**  
Stockholm, Sweden - 2019 Januari  
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## EXPERIENCE

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2016-2019	<b>Starbreeze Studios</b>	<i>Level designer (OVERKILL's the Walking Dead)</i>
2015	<b>Nordic Game Conference</b>	<i>Volunteer</i>

## EDUCATION

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2014-2017	<b>The Game Assembly</b>	Level Design (Advanced Diploma in Higher Vocational Education)
2011-2014	<b>NTI-gymnasium Malmo</b>	Technical program (Upper secondary school)

## SKILLS

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Unreal Engine 4	<i>I handle the program Extremely well.</i>
Visual Scripting (Unreal Engine 4)	<i>I handle the language Extremely well.</i>
Unity 3D	<i>I handle the program well.</i>
C# scripting (Unity 3D)	<i>I handle the language well.</i>
Hammer SDK	<i>I handle the program well.</i>
Maya	<i>I handle the program well.</i>
Photoshop	<i>I handle the program well.</i>
XML	<i>I handle the language well.</i>
LUA	<i>Good understanding.</i>
Adobe Premiere Pro	<i>I have basic knowledge of the program</i>
Agile Game Development	<i>Worked with a SCRUM-based agile game development systems</i>
Cross-disciplinary Game Development	<i>Worked cross-disciplinary with Artist, Programmers, Level designers &amp; other disciplines.</i>

## LANGUAGE

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Swedish	Native language
English	Full professional proficiency

References available upon request.