



Henrik Sandin
Senior Level Designer
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Work Experience

It Takes Two

Hazelight Studios

2021 – Present (*Senior Level Designer*)

2019 – 2021 (*Level Designer*)

Level Designer on several maps. Work involved level blockout, scripting, networking, prototyping mechanics & bug fixing.

OVERKILL's The Walking Dead

Starbreeze Studios

2016 - 2019

Level Designer on several maps. Work involved level blockout, scripting & bug fixing, the levels were featured at E3 & Gamescom.

Education

The Game Assembly

2014 - 2017

Level Design (Advanced Diploma in Higher Vocational Education)

Nordic Institute of Technology

2011 - 2014

Technical program (Upper secondary School)

Projects

Tri-Circuit – UE4

April 2016 – April 2016

Unreal tournament 4 Deathmatch level built in four weeks' time.

Encampment – Valve Editor

June 2015 – June 2015

Team Fortress 2 King Of The Hill level built in three weeks' time.

Scripted Boss Fight – Unity

May 2016 – May 2016

A three week scripting project in *Unity* using C#

Technical Skills

- Unreal Engine
- Unity
- Valve Editor
- Adobe Premiere
- Maya
- Photoshop
- Perforce
- SVN