



# Daniel Sandin

Level Designer

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## Internship

### **World Design Intern, Avalanche Studios - 2018-2019**

As a World Design intern on *The Hunter: Call of the Wild* I learned Avalanche's proprietary engine, Apex, to sculpt terrain and to place roads and other assets in the worlds I created. I learned a lot about how to make different areas feel different, so that the player always knew where in the world they were, and how to create landmarks the player could use to navigate with.

## Projects

### **Narrative Designer, Social Oddity - 2018**

Being a narrative designer I wrote dialogue as well as characters and quests. Both characters and dialogue had to contribute and preferably fill more than one function.

### **Level Designer/Lead Designer, Ley Lines - 2018**

My role as a lead designer was to help formulate a core loop and design pillars for the game and make sure that we as a team followed them. As level designer I had to make sure the player never felt truly lost and always knew where to go or what to do. The game was nominated in 2 categories for the Swedish Game Awards.

### **Level Designer/Product Owner, Little Reaper - 2018**

As level designer I made use of the mechanics in new and fun ways, and at the same time not making the learning curve too steep and not to ramp up the difficulty curve too quickly. As product owner I took executive decisions regarding the design and made sure people held their deadlines.

### **Project Manager/UI Scripter, Chariot Madness - 2017**

Being the project manager I made sure we were all working towards a unified vision of the game, held daily meetings and presented the game to executives. I also scripted the menu system using Blueprints in Unreal Engine 4.

## EDUCATION

### **Game Designer**, Futuregames - 2017-2019

One of the leading game development schools in Sweden, Futuregames is a higher vocational education with a focus on practical teaching. Some of the courses include level design, scripting in both Unreal Engine 4 and Unity, as well as gameplay design, narrative design, scrum and project management.

### **Game Designer**, Futuregames Preparatory Course - 2017

My understanding for scripting and game design grew very much from this experience.

### **Copywriter**, Berghs School of Communication - 2012

I further enhanced my cooperative skills and creative thinking by taking this evening course.

### **Copywriter/Scriptwriter**, Medieskolan - 2007-2008

The main focus was to think creatively, work in projects, and to how to write for advertisement, paper articles, and scripts.

### **Culture, Society and History Program**, Södertörn University - 2004-2007

Much of the education was about learning to be source-critical, to be able to analyze sources and to draw our own conclusions.

## EXPERIENCE

### **Substitute Teacher**, Lärarförmedlarna - 2014-2017

### **Mental Caretaker**, Stockholms län - 2013-2015

### **Housing Support**, Farsta Stadsdelsförvaltning - 2009-2012

### **Copywriter** (Pro Bono), Doctors without Borders - 2010

## OTHER SKILLS

Swedish (Native)

English (Fluent)

Unreal Engine 4

Unity

Apex Engine

BluePrints

C#

Adobe Photoshop

Adobe Indesign

Adobe Illustrator

Adobe Premier

Google Slides

PowerPoint

Presentations/Pitches

Perforce

JIRA

SCRUM and Agile

Proto.io

yEd Graph Editor

Draw.io