



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 dialogues as well as characters and quests. Both characters and dialogue had to contribute and preferably fill more than one function. The questline had to introduce all the characters in a smooth and logical order that helped the players create a mental map of the setting and the location of each character.

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 a 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 a 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 the 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.

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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 of 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 how to write for advertisements, 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 Premiere

Google Slides

PowerPoint

Presentations/Pitches

Perforce

JIRA

SCRUM and Agile

Proto.io

yEd Graph Editor

Draw.io