Henrik Sandin
Malmö, Sweden
Languages: English & Swedish
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Work Experiences

Tom Clancy's The Division 2: Survivors
Ubisoft - Massive Entertainment
2025 - present

Expert Level Designer - Proprietary Engine.
Highlight*: Level design direction owner of the entire game world.*

Avatar - From the Ashes
Ubisoft - Massive Entertainment
2025 – 2025

Expert Level Designer - Proprietary Engine.
Highlight: *Assigned to the project to secure its release, took over all layouts delayed in delivery.*

Star Wars Outlaws
Ubisoft - Massive Entertainment
2022 – 2024

Senior Level Designer - Proprietary Engine.
Highlight: *Sent on several missions to co-development studios around the world to ensure level design quality across the entire game.*

Split Fiction
Hazelight Studios
2021 – 2022

Senior Level Designer - Unreal Engine 5.
Highlight: *Created and establish a new rapid prototype workflow, allowing the entire design team to iterate faster.*

It Takes Two
Hazelight Studios
2019 - 2021

Level Designer - Unreal Engine 4.
Highlight: *Created and owned the famous Cutie the elephant scene. Game was awarded Game of the year 2021.*

OVERKILL's The Walking Dead
Starbreeze Studios
2016 – 2019

Level Designer - Unreal Engine 4.
Highlight: *Owner of all the levels which were featured and playable at E3 & Gamescom, world first showcase of the game to the public.*

Education

The Game Assembly - Malmö (SE)
2014 - 2016

Level Design - (Advanced Diploma in Higher Vocational Education)

Technical Skills

- Unreal Engine & Unity
- Scripting & Network replication
- Atlassian Suite
- Perforce
- Maya & Photoshop
- Miro