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# HENNING SUNDELL

Gameplay designer

henningsundell.com

Stockholm, Sweden

## EDUCATION

### Game Design

FutureGames

Unreal - visual scripting

Unity - C# scripting

Rapid Prototyping

Agile Workflow

### Technology program

Engineering Science

Mathematics1-4

Physics1-2

Programming1

## ADDITIONALS EXPERIENCE

Care assistant at LSS

Trainee program at Volvo

Musician in several bands

## SKILLS



Unreal Engine



Unity



Perforce



PhotoShop



Blender



FMod



Logic Pro X

## PROJECTS

### Game and Level Design

Little Squire

I was responsible for creating the puzzle mechanics and the levels that contained them. I also designed and implemented all of the audio in the game and composed the music..

Game Design

Level Design

Perforce

Unity

Audio

### Gameplay Design

Bahari

In this game I designed the game character and the interactions of the game. I was also responsible for the core of the game. Most of the audio was created and implemented by me.

Game Design

Blueprints

Perforce

Unreal Engine

Audio

### Gameplay Design

Washed-Up

In Washed-Up I was responsible for the core gameplay. I designed the character mechanics and the physics of the game. I also implemented the sound.

Game Design

Blueprints

Perforce

Unreal Engine

Audio