Henrik Pettersson

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| **Summary** | Best known as Game Director of the award-winning, time-bending puzzle adventure *The Gardens Between*, called "a masterwork" by *The Guardian*. The game earned 20+ international awards, including the 2019 Apple Design Award and Mac Game of the Year. |
| | Over the last 14 years, Henrik has designed games played by over 20 million people worldwide, recognized for intuitive mechanics, emotional depth, and accessibility. |

Experience

Netflix Sep 2023 - Apr 2025
Lead Game Designer Los Angeles County, California, United States

Worked on both original and Netflix IP narrative games built for cloud streaming. Led early design efforts across multiple prototypes, helping shape what cloud-native storytelling could be.

- Built and led several cross-discipline prototypes, creating roughly half the content for a polished vertical slice.
- Mentored junior designers, established team workflows, and onboarded the narrative team into Unity and version control.
- Collaborated closely with production on design timelines, maintaining clear documentation and communication.
- Explored and pushed boundaries of cloud-based storytelling techniques.

Night School Studio Jan 2021 - Sep 2023
Senior Game Designer West Hollywood, California, United States

Hands-on design for narrative-heavy Unity game, focusing on scenes, systems, and puzzles.

- Built 20+ narrative scenes from scripts, including set-piece cinematics and boss encounters.
- Developed a dynamic walkie-talkie system responsive to player movement and pacing.
- Designed branching puzzles and mechanics to support complex storytelling.
- Managed detailed Unity Animator and Timeline setups for cinematic sequences.

Night School Studio Mar 2019 - Nov 2019
Gameplay Designer (Remote) HCMC, Vietnam

Contracted to implement playable Unity scenes emphasizing cinematic flow and interactive storytelling.

- Created 10+ cinematic scenes with branching dialogue and gameplay logic.
- Directed cinematography, character acting, staging, and voiceover timing.
- Scripted mini-games, interactive elements, and advanced Unity Timelines.

Super Entertainment Oct 2018 - Feb 2019
Gameplay Designer (Remote) HCMC, Vietnam

Contracted to design levels and support custom tech development for a fast-paced rhythm game in Unity.

Achievements:

- - Designed multiple beat-mapped levels using proprietary tools
- - Scripted a VFX system driven by the game's beat data
- - Wrote a landscape generator using Fast Fourier Transform analysis

The Voxel Agents Apr 2014 - Oct 2018
Game Director Melbourne, Victoria, Australia

Directed the award-winning narrative puzzle game *The Gardens Between*, released across all major platforms.

- Assembled and led the multidisciplinary team from concept through launch.
- Designed most puzzles, level whiteboxes, and gameplay flow.
- Led iterative design through extensive playtesting and refinement.
- Polished final gameplay pacing and cinematic presentation.

vghpe Apr 2013 - Jan 2014
Freelance Gameplay Designer (contract) Melbourne, Victoria, Australia

Short-term design contracts for mobile and educational games.

- **Sleepy Z Studios:** Designed new levels and challenges for *Ski Safari* (20M+ downloads).
- **Strange Loop Games:** Identified UX issues and led full HUD/UI redesign, improving onboarding and player flow.

The Voxel Agents Nov 2010 - Mar 2013
Game Designer Melbourne, Victoria, Australia

Initially hired for *Train Conductor* series, later led design for *Puzzle Retreat*, released on mobile.

- Designed original sliding-block puzzle mechanics and created 500+ levels.
- Led team and shipped *Puzzle Retreat* successfully.
- Developed new mechanics and levels for *Train Conductor 2*.

Education

Griffith University Feb 2008 - Nov 2010
Game Design Bachelor's degree

Selected Shipped Titles

The Gardens Between
🔗 https://thegardensbetween.com/

Oxenfree 2
🔗 https://nightschoolstudio.com/oxenfree-ii/

Afterparty
🔗 https://nightschoolstudio.com/afterparty/

Puzzle Retreat
🔗 https://puzzleretreat.com/

Train Conductor 2
🔗 https://trainconductorusa.com/