



UX designer Heikki Koljonen

I'm a UI/UX Designer with over 15 years of experience in game development.

Please, check my portfolio at buxtehudea.github.io

EXPERIENCE

Playsome 2021–Present

Designed and implemented UI/UX for Friends & Dragons in Unity, including wireframes, prototypes, flows, and live ops event content.

Next Games, A Netflix Game Studio 2019–2021

Led live ops UI/UX for The Walking Dead: Our World, with responsibility for Unity implementation, feature flows, and UI assets for major updates.

Wargaming Helsinki 2019

Redesigned and implemented the UI for Battle Tanks, collaborating with Wargaming Berlin team on flows, features, and UI art.

Critical Force Korea 2017–2019

Created wireframes, prototypes, flows, and internal UI tools as a UX Designer on Critical Ops: Reloaded, adapting Critical Ops for the Asian market with NHN Entertainment.

Mental Moustache 2010–2017

Founded the company and led design and project management, including work on Bad Piggies, transitioning it to free-to-play with new systems and features.

Mine Studios 2009–2010

Created art and level design for mobile games.

RELEVANT SKILLS

UX & UI design	UI implementation (Unity)	Wireframing & prototyping	Interaction design
User research & testing	Game design	Free-to-play systems	

FAVORITE TOOLS

Sketch	Unity	Photoshop	Google Sheets	Midjourney	ChatGPT	Blender
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EDUCATION AND CERTIFICATIONS

Bachelor of Engineering, Savonia UAS 2021-

Scrum Master certification, Scrum.org 12/2016

Game Executive program, Aalto University EE 08/2014

Media Assistant, Game Development, North Karelia College 2008-2011

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