



RIIKKA KILPELÄINEN

Producer
Graphic Artist

Finland

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tammukka



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EDUCATION

- BBA of Game Production / 2017- / KUAS
- Product Design and Manufacture / 2014 - 2017 / Ammattiopisto Lappia

EXPERIENCE

- Board member / 2019 / Kajak Games

Keeping the vision of Kajak Games clear along with other board members and the chairman. Guiding the operative team and taking a part in the decisions made by the board.
- Instructor, Lasten Pelileiri / 6.2019 / Kainuun Aalto

One-day game themed camp for children between the ages of ten and twelve. We played programming -themed games, they designed in small groups their dream games and we organized a "puzzle hunt".
- Coach, Game Programming Intensive Course / 6.2019 / KUAS

During this one-week -long course, we taught the students the basics of C# and Unity. The students made games in small teams and we helped them with technical difficulties and design problems.
- Art Lead / 2019 / Kajak Games Art Team

As the art lead of Kajak Games Art Team, I managed the art team as they produced assets for the Unity Asset Store. Managing weekly meetings, scheduling, and publishing the asset packet.
- Coach, Producer/Designer club / 2018-2019 / KUAS

A club held for the first-year students, where we taught them the basics of game production and design, organized guest lecturer's appearances, held pitching workshops and organized group discussions.
- Partnership manager / 2018 / Northern Game Summit

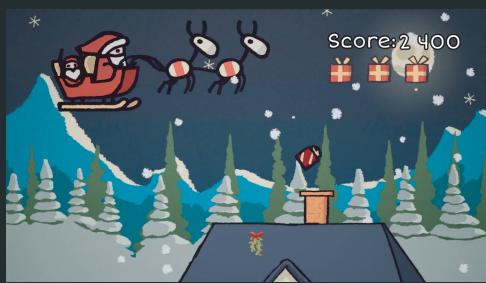
I was responsible for acquiring new partners and handling the partnership contracts. This included taking a part in networking events like Pocket Game London, multiple IGDA events and Nordic Game.
- Vendor / 6.2017 / Nolia Springtime -fair

Customer service at the Nolia Springtime -fair.
- Costumer Designer / 6.- 8.2016 / Tornion Kansalaisopisto

Assembling the costumes for a 1900-century themed Peräpohjolan Markkinat -fair and working as costume designer/wardrobe supervisor. During the event I did costume maintenance on set and guided the visitors in-character.



Korpus: Buried over the Black Soil
Horror, PC



Santa's Calendar Gift Throw
Casual, Android



Sabreurs – A Noble Duel
Fighting, PC



Panic! At The Kitchen
Local co-op, PC

GAMES

- Art Lead / 2019 (ongoing) / Korpus: Buried over the Black Soil
Managing a team of six artists. Upkeeping asset list, creating and prioritizing tasks and communicating between designers, programmers and the producer. Creating 3D assets and VFX (Unity particles, shaders). When possible, I also do some minor programming tasks and bug fixes.
- Art Lead / 2018 / Santa's Calendar Gift Throw
Keeping the project's visuals consistent and guiding our team of three artists. Designing color palettes and characters and handling effects and in-engine (UE4) animations. Designing the UI and creating it with in collaboration with the art team.
- Producer / 2018 / Sabreurs – A Noble Duel
Scheduling, marketing and working with our publisher Kajak Games. Handling the production of promotional material, updating social media, sharing keys to influencers and an occasional VFX and shaders.
- Producer / 2018 / Panic! At The Kitchen
PIATK was created during two-week long International Game Concept Challenge with randomly drawn teams. Our team had four artists, one programmer and one producer/designer, so I got to do some programming (level randomisation), VFX and level building on top of production and design.

Hobbies

- Sewing and crafts
- Aquariums
- Band (piano and bass)

To improve on

- Team management
- Shader skills
- Programming skills

Goals

My goal is to lead a team of people who are motivated and constantly trying to better themselves and help them in their journey. Be it a platoon of people from multiple disciplines, or a small strike team of artists, I'm ready to take on the challenge. Ideally I would be able to experiment and develop my skills outside of my expertise and comfort zone.