



## JONI SUOJANEN

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## SKILLS

- Communication
- Documentation
- Game Pitching
- Excel / Google Sheets
- C# Programming language
- HTML5 & CSS
- Level Lighting & Grayboxing
- Unity lighting implementation

## SOFTWARE

- Unity
- Visual Studio
- Github & Gitlab
- Trello
- Figma / Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Blender / 3ds Max
- GameAnalytics
- Excel & Google Sheets

## LANGUAGES

- Finnish (Native)
- English
- Swedish

## EXPERIENCE

### LATCHBACK GAMES - GAME DESIGNER

Feb. 2023 - Dec. 2023

- “Break the Beyond” (Android, Unity, Released)
  - ◇ Designing mechanics.
  - ◇ Documentation.
  - ◇ Balancing and testing game economy.
  - ◇ Analyzing GameAnalytics data to improve KPI's.
  - ◇ Prototyping early mechanics as proof of concept.

### TEAM BLUEFEET - GAME DESIGNER

Aug. 2022 - Mar. 2023

- “Slippy Slope” (Android, Unity, Postponed)
  - ◇ Managing weekly meetings.
  - ◇ Co-wrote the official Game design documentation.
  - ◇ Implementing and improving features for base game.
  - ◇ Pitched game to publishers at Xamk Demo Day 2022.
  - ◇ Creating prototype levels and gathering user feedback.

### PERSONAL PROJECT - GAME DESIGNER

Aug. 2022 - Nov. 2022

- “Wizard Defense” (PC, Unity, Postponed)
  - ◇ Pitching and planning games core mechanics.
  - ◇ Programming a working prototype in 7 weeks with C#.
  - ◇ Creating schematics for troubleshooting and creating scripts.
  - ◇ Managing game feel.
  - ◇ Managing game Github repository.
  - ◇ Won 1st place in pitching contest (Xamk Demo Day 2022).

### C3E-PROJECT / XAMK - GAME DESIGN INTERN

Mar. 2020 - Aug. 2020

- “The Great Escape” (MAC, Unity, Released 2021)
  - ◇ Co-wrote the official Game Design documentation.
  - ◇ Balancing game feel by taking into account players height in contrast to touch input area of the game.
  - ◇ Collaborated in a small development team.
  - ◇ Managing games Github repository and Asset list.
  - ◇ Playtesting product on-site during the development.

## EDUCATION

### SOUTH-EASTERN FINLAND UNIVERSITY OF APPLIED SCIENCES

- Bachelor of Culture & Art, Game Design | Kouvola | Jan. 2020 - Dec. 2023

### UPPER SECONDARY SCHOOL OF PUOLALANMÄKI

- Matriculation Examination | Turku |2015-2018
  - ◇ Math, Finnish, English, History, Russian

## VOLUNTEERING

- IGDA Kymenlaakso Volunteer | Jul. 2022 - Ongoing
- Xamk Tutor | 2020 - 2023
- Jam Jam Volunteer | Jun. 2023
- Assembly Game Jam Volunteer | Aug. 2022

## REFERENCES

- Teemu Lyytinen | Project Manager at Latchback Games  
[teemu.lyytinen@latchback.com](mailto:teemu.lyytinen@latchback.com)
- Annika Salmi | Project Manager at Capital of Game Art  
[annika.salmi@xamk.fi](mailto:annika.salmi@xamk.fi)