



JONI SUOJANEN

(+358) 045 603 1578

j-onttu99@windowslive.com

jonisuojanen.squarespace.com

SKILLS

- Communication
- Game Design Documentation
- Game Pitching
- Excel / Google Sheets
- C# Programming Language
- Level Lighting & Grayboxing
- Unity lighting implementation

SOFTWARE

- Unity
- Visual Studio
- Github
- Trello
- Figma / Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Blender / 3ds Max

LANGUAGES

- Finnish (Native)
- English
- Swedish

EXPERIENCE

TEAM BLUEFEET | GAME DESIGNER

Aug. 2022 - Ongoing

- “Slippy Slope” (Android, Unity, In-development)
 - ◇ Managing weekly meetings and managing the project.
 - ◇ Co-wrote the official Game design documentation.
 - ◇ Implementing and improving features for base game.
 - ◇ Pitched game to publishers at Xamk Demo Day 2022.
 - ◇ Part of creating prototype levels and gathering user feedback.
 - ◇ Collaborating with a 8 - person team to release the game by spring 2023.

PERSONAL PROJECT | GAME DESIGNER

Nov. 2022 - Ongoing

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

C3E-PROJECT / XAMK | GAME DESIGN INTERN

Mar. - August 2020

- “The Great Escape” (MAC, Unity, Released 2021)
 - ◇ Co-wrote the official Game Design documentation.
 - ◇ Balancing game feel, in sense of 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.

CITY OF KOUVOLA | GAME DEVELOPMENT LEISURE ACTIVITY

- ◇ Instructing primary school students in developing their own games.
- ◇ Encouraging interest in designing games.
- ◇ Teaching students in usage of simple visual game engines (Scratch).
- ◇ Planning content and feedback for classes.
- ◇ Documenting progress of classes for future lessons and finding solutions to possible problems students have had.

EDUCATION

SOUTH-EASTERN FINLAND UNIVERSITY OF APPLIED SCIENCES,

- Bachelor of Culture & Art, Game Design | 2020 - Ongoing

UPPER SECONDARY SCHOOL OF PUOLALANMÄKI, TURKU

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

VOLUNTEERING

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

REFERENCES

- Annika Salmi | Project Manager at Capital of Game Art
annika.salmi@xamk.fi
- Jaakko Kemppainen | Regional Artist of Games as art
jaakko.kemppainen@taike.fi