



# JONI SUOJANEN

[www.jonisuojanen.github.io](http://www.jonisuojanen.github.io)

[joni.j.suojanen@gmail.com](mailto:joni.j.suojanen@gmail.com)

[www.linkedin.com/in/joni-suojanen](https://www.linkedin.com/in/joni-suojanen)

01600 VANTAA FINLAND

## EDUCATION

### BACHELOR OF CULTURE & ART, MUOTOILIJA

South-Eastern Finland University of Applied Sciences

- Degree Programme in Game Design (240 credits).
- Jan. 2020 - Dec. 2023.
- Bachelors thesis on Balancing and testing a mobile card game.

## WORK EXPERIENCE

### FREELANCER GAME DEVELOPER | HEADNOUGHT

Programming a HTML5 Prototype in TypeScript

- Feb. 2024 - Mar. 2024 (Contract).
- Planned and Managed a schedule to achieve delivery of product.

### GAME DESIGNER INTERN | LATCHBACK GAMES

Released Break the Beyond mobile game made with Unity.

- Feb. 2023 - Dec. 2023.
- Managed feature planning sessions for sprint meetings.
- Helped integrate agile scrum to project.
- Creating design documentation and balancing game economy.
- Creating detailed design documentation.
- Balancing game stats using spreadsheets and Unity.

### GAME DEV INSTRUCTOR | KOUVOLA CITY

I worked as an after school instructor teaching children to develop simple games by themselves for Kouvolan Malli 2023-project.

- Aug. 2022 - Jun. 2023.
- Created simplified material to learn and teach.
- Taught basic programming concepts using visual programming.

### GAME DESIGNER INTERN | C3E PROJECT

An interactive touch-wall experience for a touch wall by OiOi.

- Mar. 2020 - Aug. 2020.
- Created design documentation for an interactive touch wall.
- Planning tasks for artists and programmers with Trello.
- Managing Git.
- Balancing and testing game feel.

## SUMMARY

A curious game design graduate with great passion to enter industry. Outside of work I love trying out new things, playing games and drawing. I find that with practice and passion anything can be achieved!

## SKILLS

- Communication with team members.
- Creating spreadsheets and charts.
- Great documentation skills.
- Project management.
- Adaptive skill-set to support team.
- A cheerful knowledge seeker.
- Ability to be neutral and resolve conflicts.
- Game pitching.
- Programming in C#, TypeScript, CSS.

## TOOLS / SOFTWARE

- Notion / Trello
- Google Sheets | Excel
- Word | Google Docs
- GanttProject
- Figma
- Unity | Construct 3
- Github & Gitlab
- Adobe Photoshop
- Adobe Illustrator
- Blender | 3DSMAX
- Visual Studio Code

**GALLERY HOST | CAPITAL OF GAME ART**

Limited time exhibition showing games as an art form.

- Nov. 2022 and Nov. 2023.
- Opening and closing the exhibition.
- Building the exhibition site.
- Fixing technical issues and preparing the exhibition site.
- Presenting and helping customers through the exhibition.
- Discussing the industry with customers.

**PERSONAL PROJECTS**

**SLIPPY SLOPE - PROJECT LEAD/ GAME DESIGNER**

A 3D sliding game for mobile with a 6 person team made with Unity.

- Aug. 2022 - Mar. 2023.
- Managed weekly meetings.
- Co-wrote the official Game design documentation.
- Implementing and improving features for base game.
- Created prototype levels and gathering user feedback.

**WIZARD DEFENSE - GAME DESIGNER**

A roguelite tower defense prototype for PC in 3 person team.

- Aug. 2022 - Nov. 2022.
- Pitching and planning games core mechanics.
- Programming a working prototype in 7 weeks with C# .
- Creating schematics for troubleshooting and creating scripts.
- Won 1st place in pitching contest (XAMK Demo Day 2022).

**REFERENCES**

**Teemu Lyytinen, Project Manager Latchback Games**

teemu.lyytinen@latchback.com | +358 45 609 1463

**Pauli Jutila, CEO at Headnought Oy**

jutila@headnought.com | +358 50 322 2132

**OTHER EXPERIENCE**

**HUB LEAD | IGDA KYMENLAAKSO**

- Aug. 2023 - Mar. 2024.
- Volunteer since summer 2022 in Kouvola.
- Creating local hub events with volunteers.
- Anti-Harassment person in hub.

**STUDENT TUTOR | XAMK**

- Feb. 2020 - Dec. 2023
- Created club activities and student events.
- Helped international students to orient to the Finnish bureaucracy.
- Helped arrange game jams at XAMK.

**LANGUAGES**

- English
- Finnish
- Swedish

**CONTACT ME**

- joni.j.suojanen@gmail.com
- www.linkedin.com/in/joni-suojanen

Dear aTalent

As a cheerful knowledge seeker, I want to apply to Metacores press-play program as an associate producer. After visiting their office in Helsinki during my studies I felt the company culture responds to my own personal values of trust and making the the best experiences for others to enjoy.

I graduated with a game design programme at South-Eastern Finland University of Applied Sciences and eager to step into the industry to grow my skills as a producer. During my studies, I learned about the technical and creative side of the industry and developed my understanding and skills for game development. As a curious personality I always want to learn, which gives me a versatile tool-set and understanding of different pipelines and communicating effectively in a team.

I fit this position because I have good communication and organisation skills, which I have honed in internships and voluntary work. With my education, I helped integrate Scrum into Latchback Games workflow by creating comprehensive documentation and communicating with all parts of the team to create realistic timing of features, and to guarantee monthly updates for their mobile game. I have also created tasks and managed meetings as a team lead in personal projects and voluntary work. I have created fun leisure time activities and guided new students as a tutor and an IGDA volunteer. I also resolved conflicts between people in the Anti-Harassment team and later as a hub lead. I believe my curiosity, communication, organisation skills would benefit Metacore in creating new exciting features for Merge Mansion, which is why I would love discussing more about this position in an interview!

Sincerely, Joni Suojanen

+358 45 603 1578

joni.j.suojanen@gmail.com

Kuohukuja 6 D51, 01600 VANTAA