



JONI SUOJANEN

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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.
- BA Thesis: Balancing and testing a roguelite mobile card game.

WORK EXPERIENCE

FREELANCER GAME DESIGNER | HEADNOUGHT

Programming a HTML5 Prototype in TypeScript

- Feb. 2024 - Mar. 2024 (Contract).
- Designed and programmed features for a prototype.

GAME DESIGNER INTERN | LATCHBACK GAMES

A roguelite fantasy card game with merging elements for mobile.

- Feb. 2023 - Dec. 2023.
- Designed engaging mechanics for Androids soft launch.
- Communication with different team members regarding features.
- Created prototypes of some mechanics using Unity and C#.
- Planned and performed testing sessions as part of BA thesis.
- Balanced game flow and 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.
- Communicated game design concepts to in simple manner.
- Taught basic programming concepts using visual programming.

GAME DESIGNER INTERN | C3E PROJECT

An interactive touch wall experience of robbing a bank while escaping guards and maximizing profit.

- Mar. 2020 - Aug. 2020.
- Designed features based on clients request and platform limits.
- Balanced games feel to minimize nausea for sensitive players.
- Created design documentation for mechanics.
- Designed rooms as different type of levels in the game.

SUMMARY

I am a curious game design graduate with passion for creating great player experiences. I always want to learn more and develop my skills as a game designer.

SKILLS

- Teamwork
- System design
- Game balancing
- Flow charts
- Documentation
- Project management
- Organizing events
- Information research
- Graphic design

TOOLS / SOFTWARE

- Unity
- Notion / Trello
- Google Sheets | Excel
- Word | Google Docs
- Github & Gitlab
- C#, TypeScript, CSS
- Visual Studio Code
- Figma
- Adobe Photoshop
- Adobe Illustrator
- Blender | 3DSMAX

GALLERY HOST | CAPITAL OF GAME ART

Limited time exhibition showing games as an art form.

- Nov. 2022 and Nov. 2023.
- Arranging the exhibition and serving customers at the exhibition.

PERSONAL PROJECTS

SLIPPY SLOPE - PROJECT LEAD/ GAME DESIGNER

A 3D-platformer game of a baby penguin trying to slide to its family across the dangers of Antarctica.

- Aug. 2022 - Mar. 2023.
- Designed and developed features in Unity.
- Balancing game feel and movement
- Gathered user feedback from physical playtests.

WIZARD DEFENSE - GAME DESIGNER

An isometric tower defense prototype with tile placement inspired by carcassonne board game.

- Aug. 2022 - Nov. 2022.
- Development in Unity.
- Pitching and planning games core mechanics.
- Programming a working prototype in 7 weeks with C# .
- Troubleshooting and fixing bugs.

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

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