

## **EDUCATION**

### **BACHELOR OF CULTURE & ART, GAME DESIGNER**

South-Eastern Finland University of Applied Sciences

- Degree Programme in Game Design (240 credits).
- Jan. 2020 - Dec. 2023.
- BA Thesis about balancing a skill based progression system in a mobile card game.
- Link to read: <https://urn.fi/URN:NBN:fi:amk-2023120835288>

## **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.

- Feb. 2023 - Dec. 2023.
- Unity for Android | 8 person team.
- Designed engaging mechanics for soft launch.
- Created prototypes of some mechanics in C#.
- Planned and performed testing sessions for BA thesis.
- Balanced game flow and stats in spreadsheets.

### **GAME DESIGNER INTERN | C3E PROJECT**

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

- Mar. 2020 - Aug. 2020.
- Unity | 15-20 person team
- Wrote design documentation.
- Balanced feel to minimize nausea for sensitive players.
- Built levels in Unity using probuilder and assets.
- Playtested for bugs and user experience issues.

### **GAME DEV INSTRUCTOR | KOUVOLA CITY**

I worked as an after school instructor teaching children to develop simple games as a hobby.

- Aug. 2022 - Jun. 2023
- Taught game design concepts.
- Taught basic visual programming using scratch.

### **GALLERY HOST | CAPITAL OF GAME ART**

Limited time exhibition showing games as an art form.

- Nov. 2022 and Nov. 2023

## **JONI SUOJANEN**

<https://jonisuojanen.github.io>

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## **SUMMARY**

I am a curious game design graduate with passion for creating great player experience.

I always want to learn more and develop my skills in order to achieve better results.

## **SKILLS**

- Teamwork
- Level Design
- System design
- Game balancing
- Flow charts
- Documentation
- Project management
- Scrum
- 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

## **PERSONAL PROJECTS**

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

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

- Aug. 2022 - Mar. 2023
- Unity | 8 person team.
- Agile scrum project management.
- Designed and grayboxed levels.
- 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 carcassone board game.

- Aug. 2022 - Nov. 2022
- Unity | 3 person team.
- 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**

### **VICE HUB LEAD | IGDA**

- Aug. 2023 - Mar. 2024
- IGDA Kymenlaakso
- Organized events.
- Anti-Harassment person in hub.

### **STUDENT TUTOR | XAMK**

- Feb. 2020 - Dec. 2023
- Hosted student club events.
- Helped international students with their Finnish paper work.
- Organised game jams at XAMK.

## **LANGUAGES**

- English
- Finnish
- Swedish

## **CONTACT ME**

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