

# JONI SUOJANEN

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## SKILLS

- Communication
- 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.
  - ◇ Creating prototype levels and gathering user feedback.

### 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 with 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 - ACTIVITY INSTRUCTOR

Aug. 2022 - Ongoing

- ◇ 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 | Kouvola | 2020 - Ongoing

### 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 - 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](mailto:annika.salmi@xamk.fi)
- Jaakko Kemppainen | Regional Artist of Games as art  
[jaakko.kemppainen@taike.fi](mailto:jaakko.kemppainen@taike.fi)