



KARO M. PEKKARINEN

Graphic designer, web developer,
illustrator

 <https://karomp.github.io/sites/>

 karomikaelArt@proton.me

EDUCATION

Vocational Qualification in Media and Visual Expression

Competence area of
Publication Production

Stadin AO

2022 – 2025

Implementer of Media
Services

PROFESSIONAL SKILLS

- Creation and design of web content
- Graphic design
- Critical thinking and analysis
- Capable of independent work
- Creation of visual art
- Character and game design
- Problem-solving skills
- UI and UX design
- Accessibility-focused

LANGUAGES

- Finnish
- English
- Swedish

ABOUT

I'm a Helsinki-based, cat-loving designer and artist who codes on the side. Passionate video game player. Jack of all trades, master of some.

WORK EXPERIENCE

Psyche's Royale Gaming ry

2024

Intern

- Part of the UI/UX team; specifically, I created graphic elements and made visual examples of UI design ideas
- Worked and communicated with multiple different teams

Musti ja Mirri

2021

Intern

- Inventory management and updating product prices
- Upkeeping a clean and cohesive environment, as well as creating and assembling product displays

Mediakylpylä

2018

Intern

- Editing photos and creating graphic designs/illustrations for practice and for custom work

Konsolinet

2014

Intern

- Website upkeep; adding web content for new products etc
- Updating product prices and counting inventory both in-store and online

PROGRAM & PROGRAMMING KNOWLEDGE

- Adobe Photoshop
- Adobe InDesign
- Adobe After Effects
- Adobe Premiere
- Adobe Dreamweaver
- Adobe XD
- Clip Studio Paint
- CSS
- HTML
- PHP
- JavaScript (incl. jQuery & Bootstrap)