

# PARONI'S PORTFOLIO

## 2023

PANU NISKAKOSKI

# INDEX

3 .....	Spirit Trials
9 .....	Terramorphers
16 .....	Other Game Projects
21 .....	My Art
25 .....	Contact

## ABOUT ME

**Panu Robert Niskakoski**

**Game artist and a generalist with 4 years of  
commercial game development**

**Master of Science (IT)**

**■ 2D artist and animator**

**■ Music and SFX producer**

**■ 3D art beginner**

**■ Game programmer**

# SPIRIT TRIALS

2022–2023  
GAME ARTIST

FULLY REMOTE  
WORK

[TO STORE PAGE](#)

# SPIRIT TRIALS



# CHARACTERS



I worked as a part time game artist + generalist while finishing my masters thesis.

As the only artist in the project, I designed both concept art and actual game assets.

# BOSSES AND ENEMIES



**36 boss designs.**

**Voiced and produced all character and  
boss dialogue (+ screeches).**

# ENVIRONMENT



Learned how to make tilemaps.

Also produced all the game music.

# MISCELLANEOUS



# Did most of the UI elements.

# Game testing and marketing trailers.

# TERRAMORPHERS

2019–2022  
GAME ARTIST

FULLY REMOTE  
WORK

[TO STORE PAGE](#)

# TERRAMORPHERS



EPIC ADVENTURE!  
WITH BOSSES AND LOOT

FIND NEW GEAR!  
CUSTOMIZE WITH ORBS

GREATSHIELD  
158  
OFF HAND  
Pet's skill cast chance increased by 10%

Upgrade      Unequip



RAISE YOUR PETS!  
LEVEL UP TO EVOLVE

LUNA 18. Generation  
WAL 50. Generation  
DAGON 41. Generation  
TIGRA 12. Generation

Level Up      Select

EPIC ADVENTURE!  
WITH BOSSES AND LOOT

COMPANIONS (0/2) RARITY

JUGGERNAUT 1. Level  
GAIA 1. Level  
CULTIST 1. Level  
CELESTIAL 1. Level

JUGGERNAUT Heroic 1. LEVEL  
Lv. 4  
Lv. 8  
50 55 +4% +8%  
110 115 +4% +8%

COMPARTMENT SYSTEM  
VENTURE WITH BUDDIES!

MULTIPLE GAME MODES  
LIKE NEW DRAFT MODE

# CHARACTERS

Jemutt



Paldur



Maak



Sadon

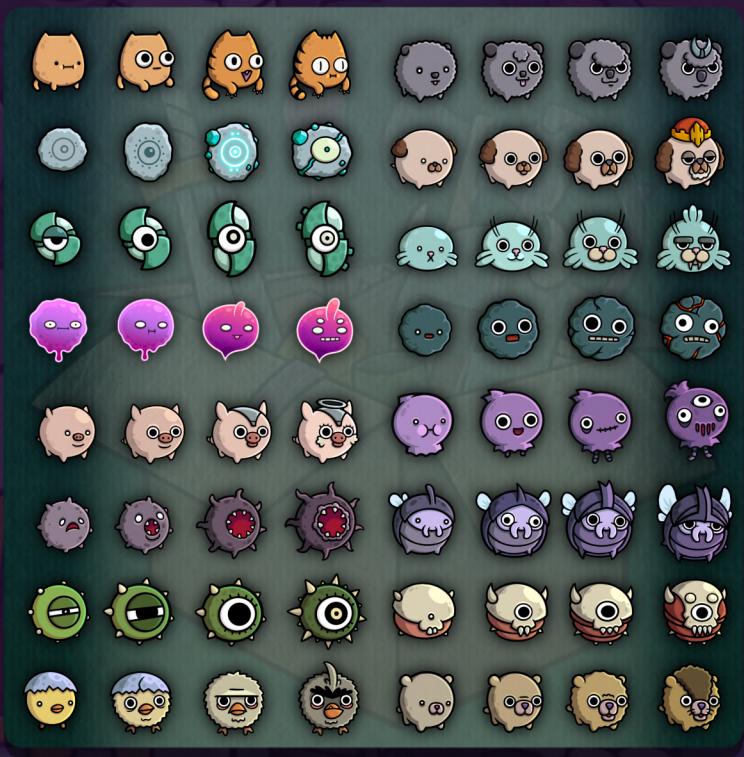
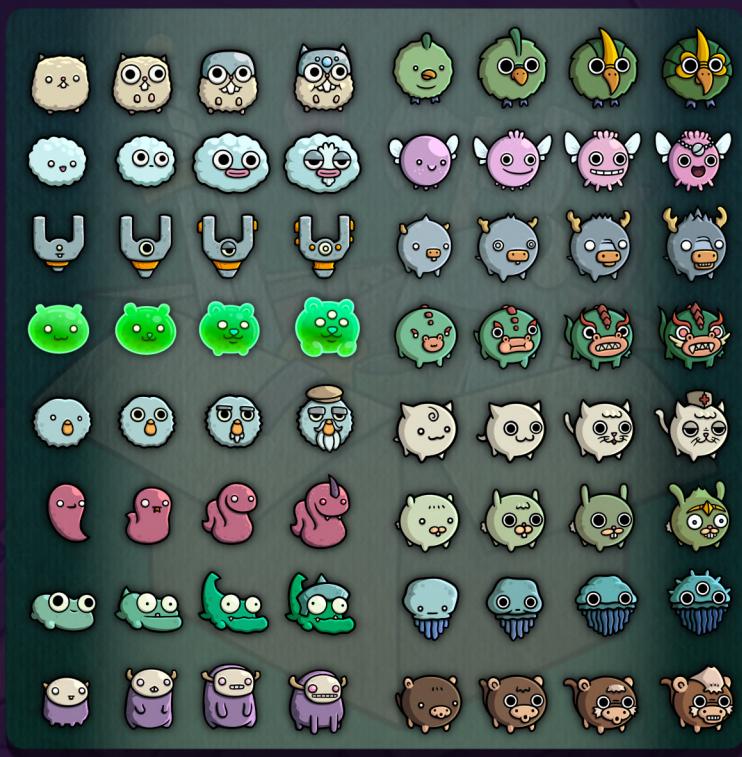


Worked as a part time game artist alongside my university studies. I was the only artist in the project.

Designed close to 250 character and enemy designs.

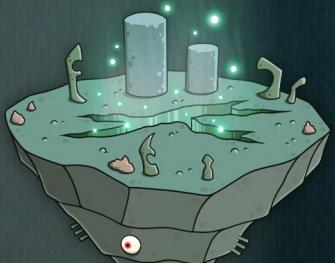


# WORLD

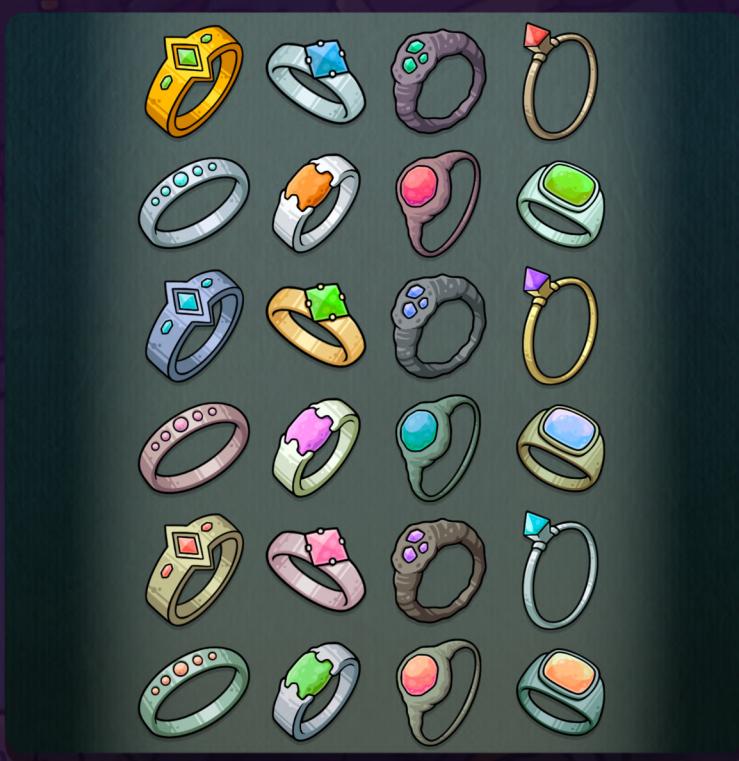


**Variety of different regions and arenas.**

**36 pets with evolutions.**



# MISCELLANEOUS



Did most of the UI elements.

Gear, orbs, ores, scrolls, chests. You name it.

OTHER  
**GAME  
PROJECTS**  
**2019–2022**

[TO MY PAGE](#)

DOWNLOAD APK FROM MY WEBSITE!



KITTY  
**COULDN'T  
STOP!**  
SOLO



**SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO**

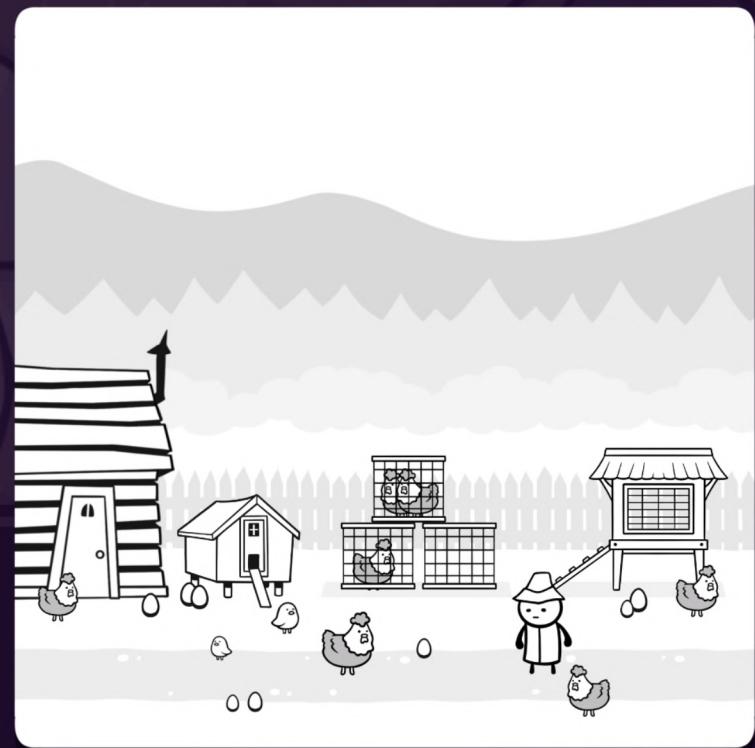
# SPACE VAC

## GRAPHICS, ANIMATION



# CHICKEN MANAGER

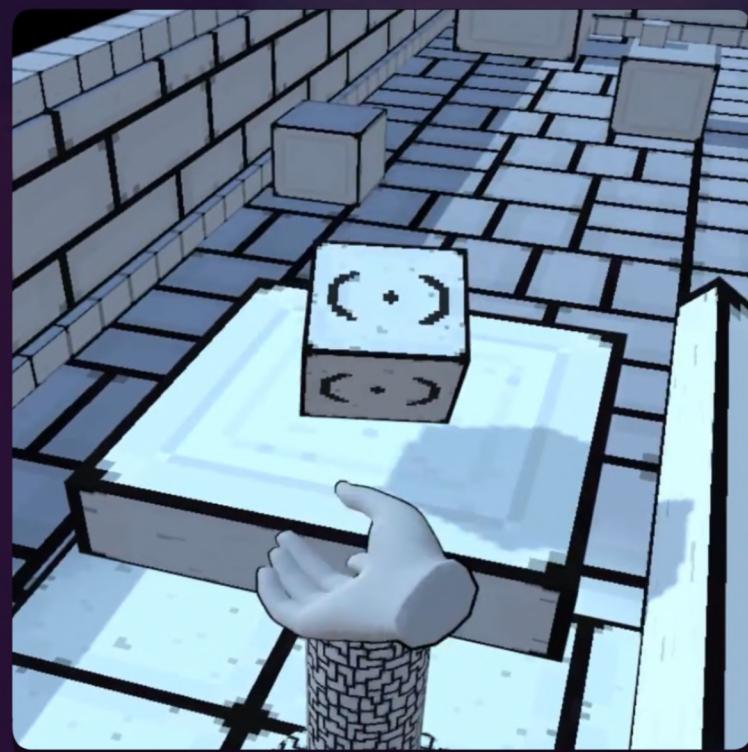
## GRAPHICS, ANIMATION



CM WAS MY FIRST GAME JAM. PROTO WAS MADE IN 48 H

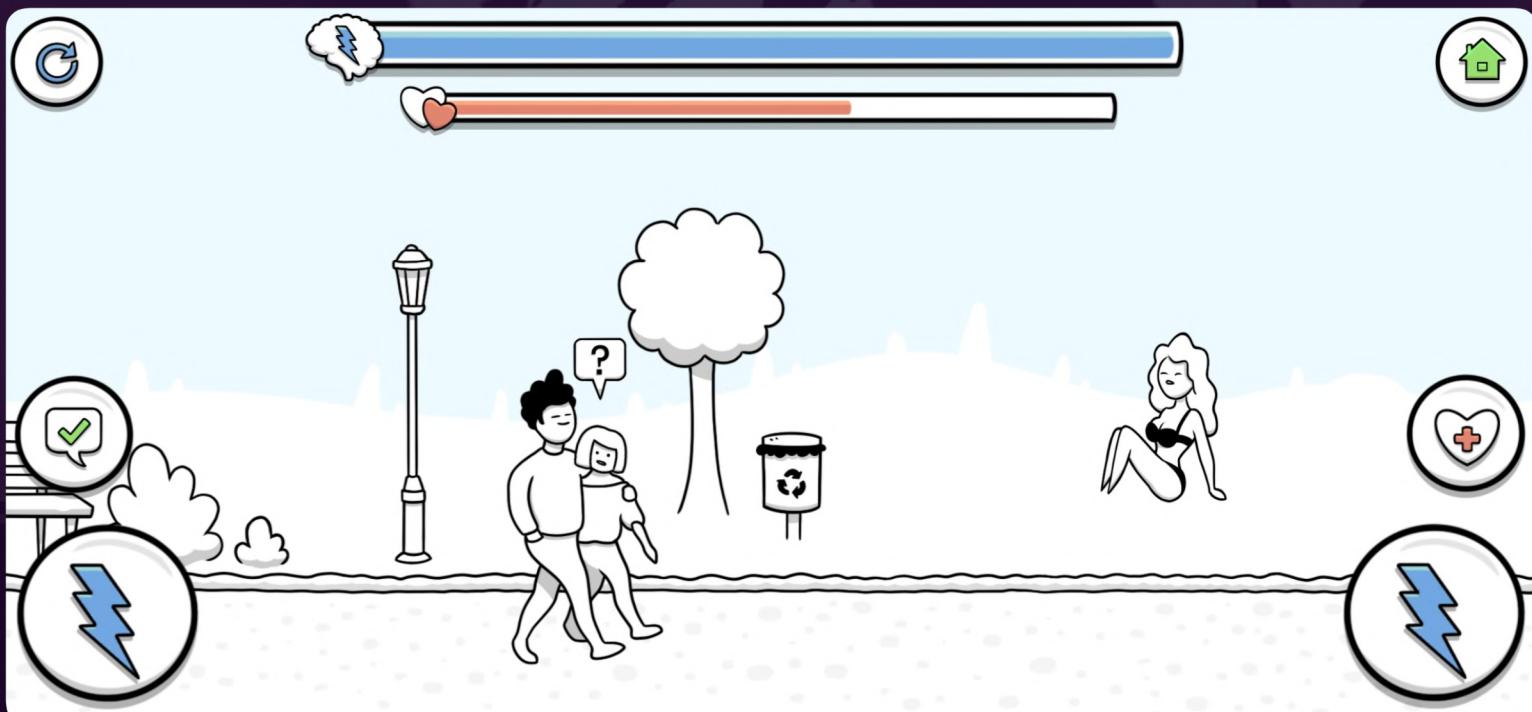
# CUBE VR

## SOLO



# WALK IN THE PARK

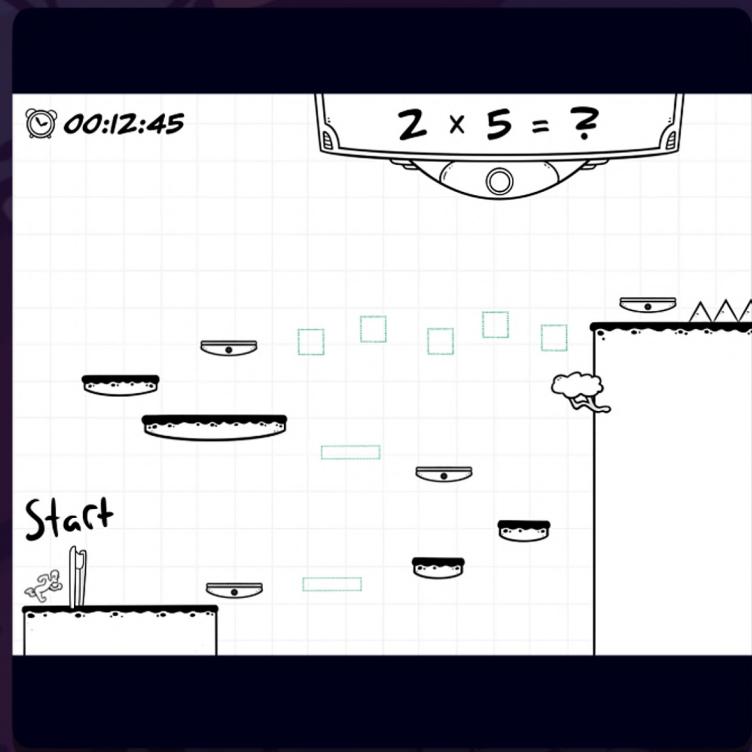
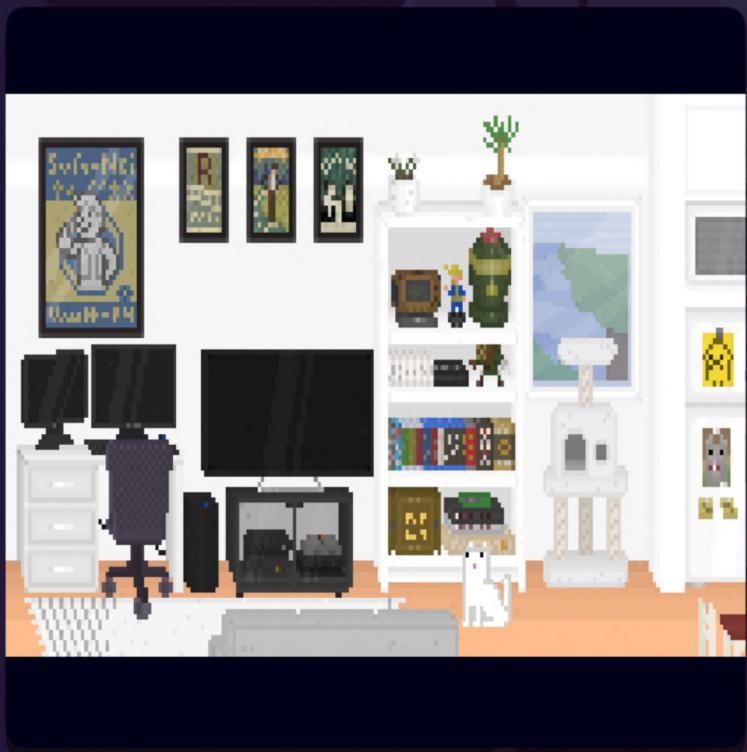
## SOLO



**SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO**

# BLANCA SIMULATOR SOLO

# RUNNING MATH SOLO



# THE DEV\_OLUTION SOLO

# ROAD TO SPACE PARTY SOLO



**SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO**

# MY ART

2018–2023

[TO MY PAGE](#)

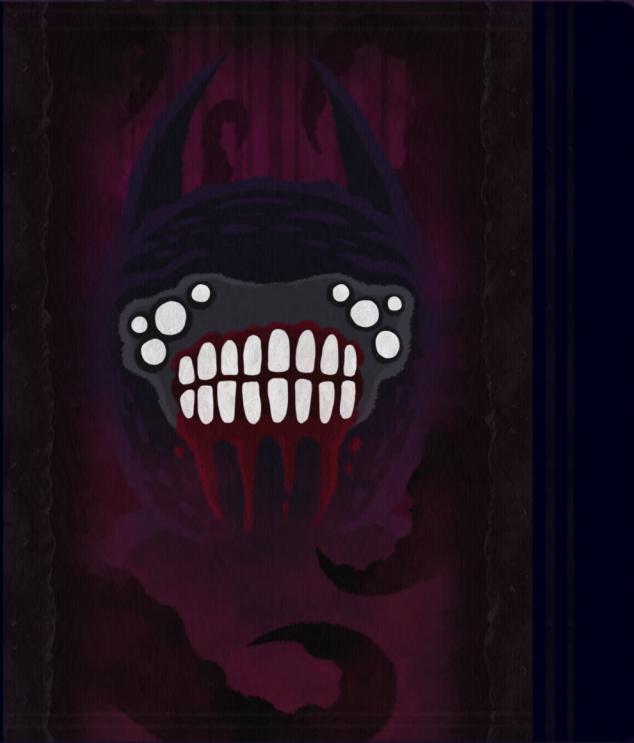
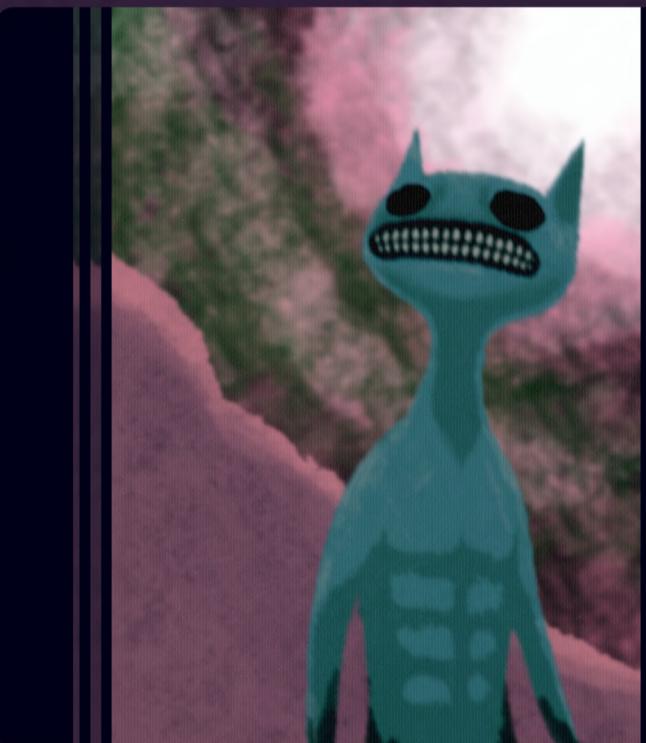
# ANIMATED FAMILY



I designed, rigged and animated these characters as an 2D rigging exercise. Check the demo video [here](#) !

These characters could fit for a turn based RPG maybe?

# PRINTS



**I like to try out different art styles.**

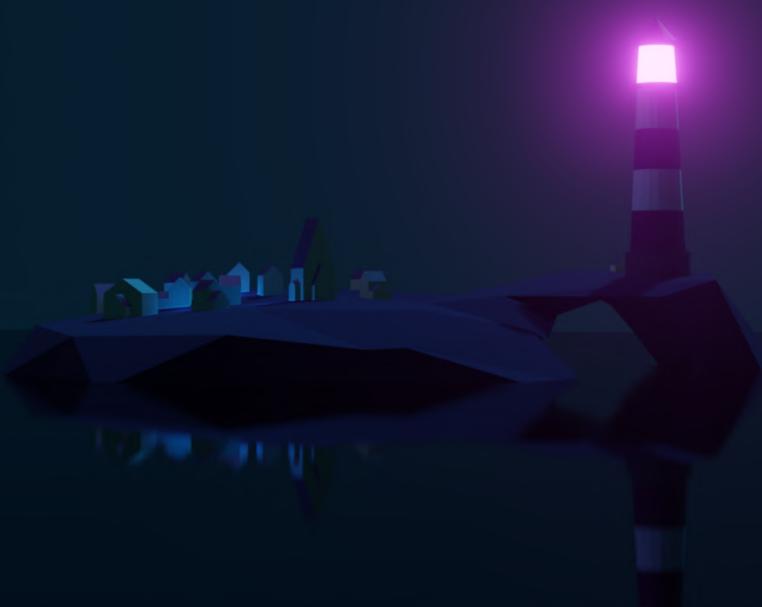
**One might characterise my style as crazy cartoony.  
I love horror that doesn't take itself too seriously.**



LOOK THAT GETS GIRLS <sup>THE</sup>



# ALSO BEGINNER 3D ARTIST



TO BE CONTINUED

## CONTACT

[paroni.does@gmail.com](mailto:paroni.does@gmail.com)

These were the highlights.

Check out the comprehensive portfolio on my [website](#).