

PARONI'S PORTFOLIO

2024

PANU NISKAKOSKI

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ABOUT ME

Panu Robert Niskakoski

**Technical game artist and designer with
5 years of experience on commercial
game development and entrepreneurship.**

Master of Science (IT)

★ 2D / 3D artist & Animator ★

★ Game designer & Programmer ★

★ Music & SFX producer ★

PLAY WITH YOUR CAT!

2023 – 2024
LEAD DESIGNER

FULLY REMOTE
COMPANY

[TO STORE PAGE](#)

PLAY WITH YOUR CAT!



THE PET TOY APP
THAT MAKES YOUR CAT GO BANANAS!



DESIGNED AND PLAY TESTED WITH
THE ACTUAL END USERS: THE CATS!



PLAY WITH A CONTROLLER
OR USE AI PLAY!



VARIETY OF PLAY MODES
SUITABLE FOR KITTENS AND SENIORS

ZERO NONSENSE

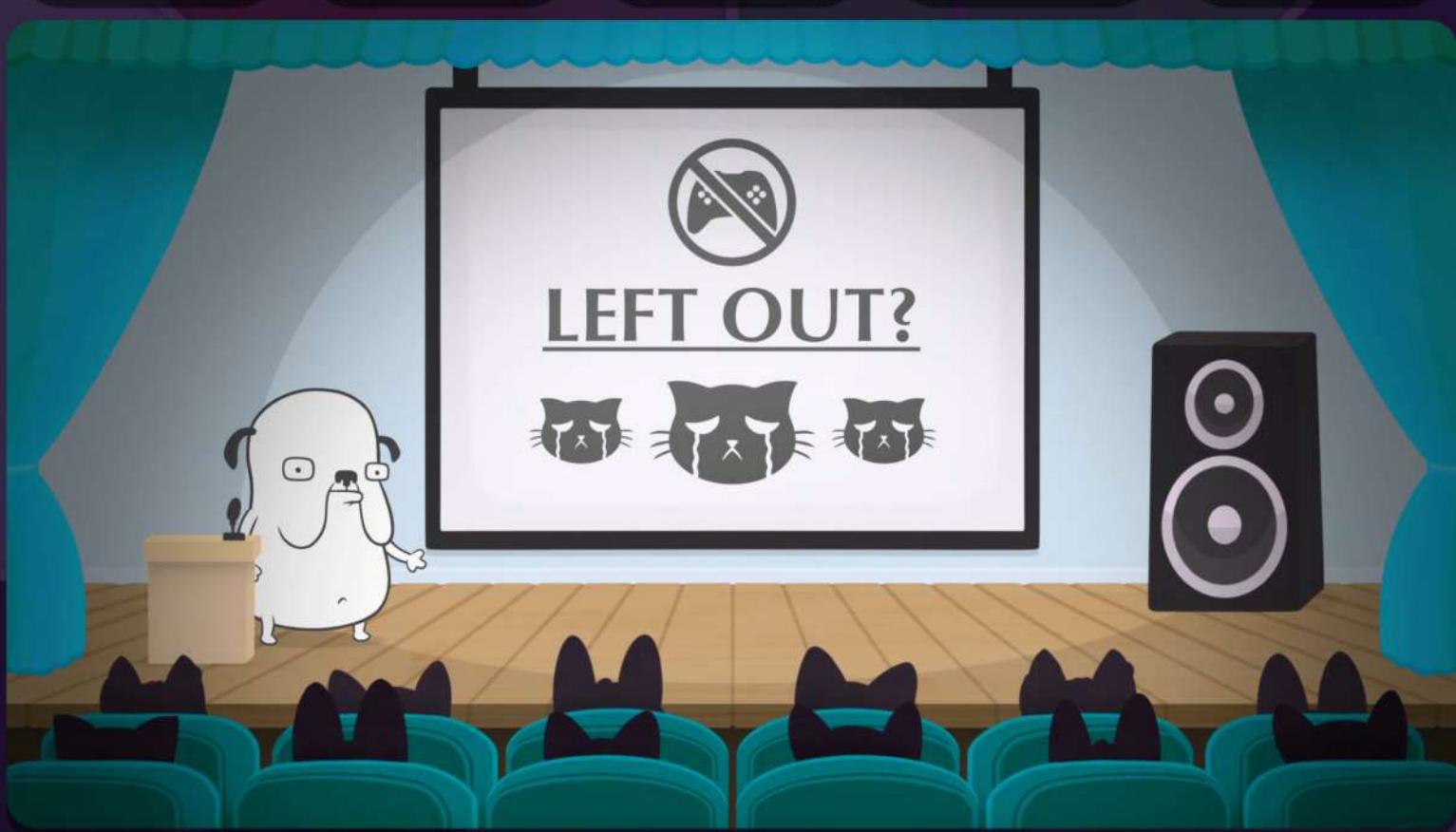


NO ADS, TIMERS, POINTS OR CURRENCIES!
JUST THE FUN OF FREE & MUTUAL PLAY



TRY THE FREE TRIAL MODES
DEVELOPED FOR AN UNIVERSITY STUDY

DESIGN & ART



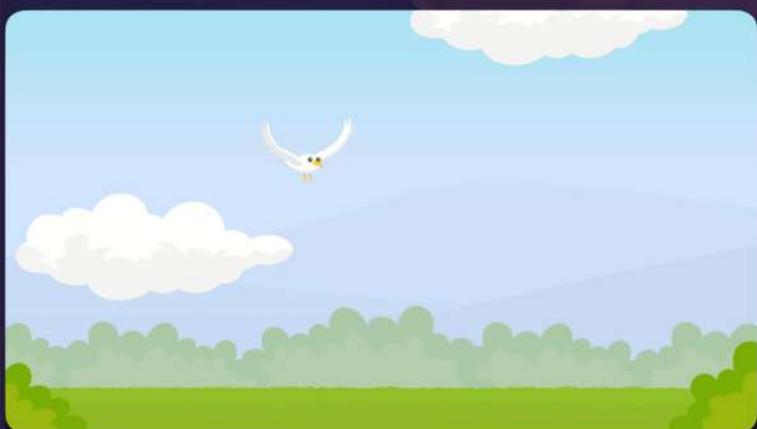
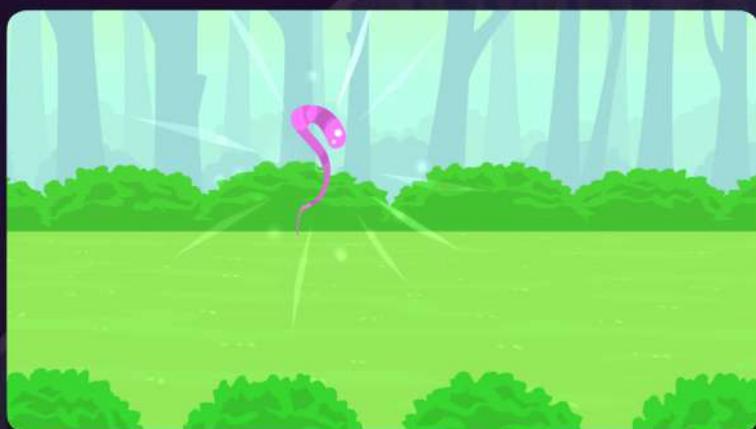
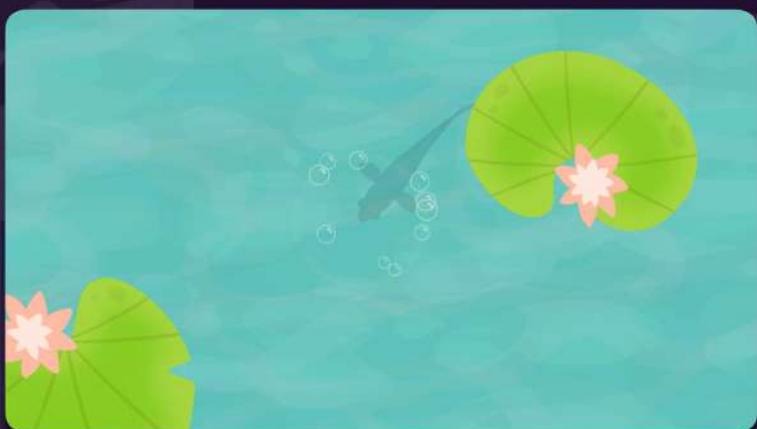
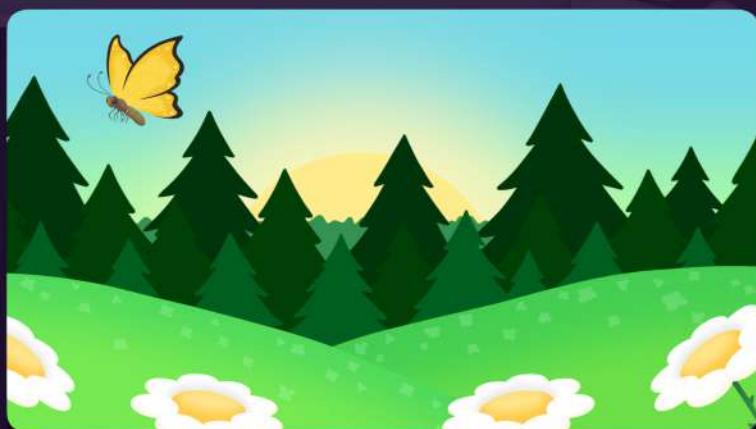
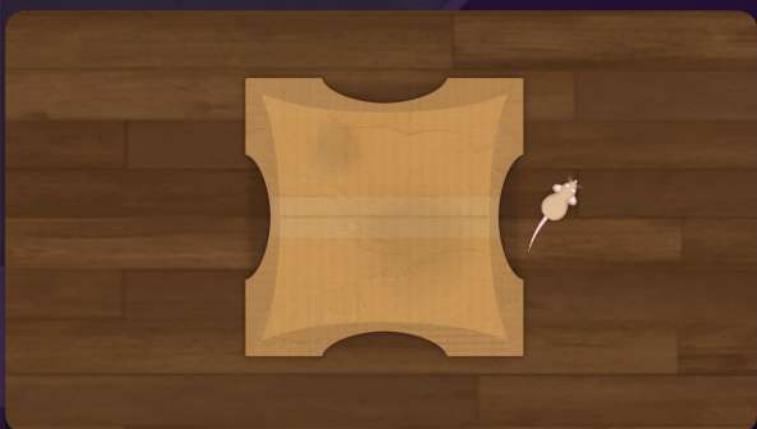
I am the CEO and co-founder of Herra Koira Company.

PWYC is built on my masters thesis' research artefact.

Check out the trailer for the app by clicking [here!](#)

We also do subcontracting on art and development.

GAME MODES



My responsibilities include design, prototyping, graphics, animation, audio and testing.

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 master's thesis.

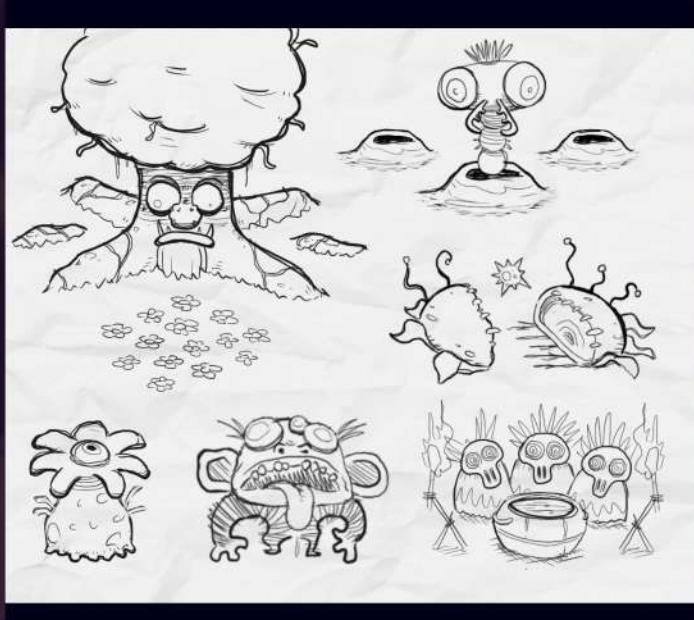
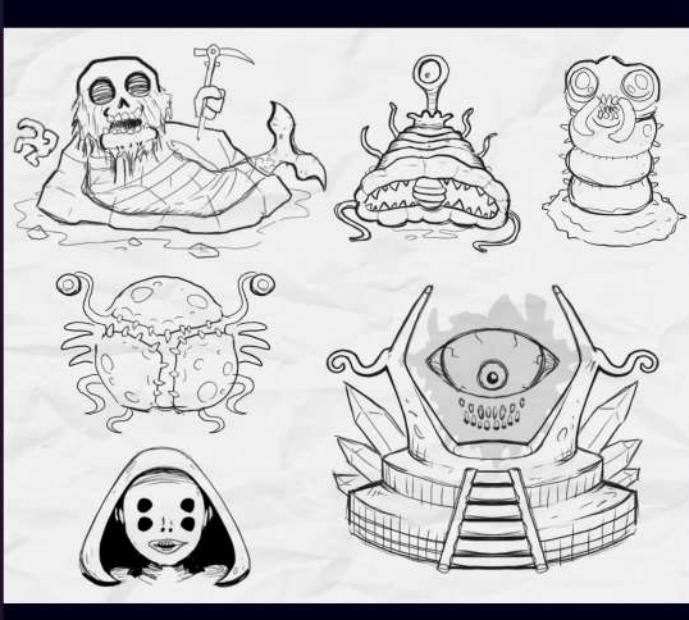
As the only artist in the project, I produced both the concept art and the actual game assets.

ENEMIES



36 boss designs + 52 enemy designs.

I voiced and produced all the sounds regarding bosses and characters.



ENVIRONMENT



I learned how to make tilemaps.

Also composed and produced all the game music.
Some music samples can be found [here](#).

MISCELLANEOUS



I did most of the UI assets.

Also worked as the main game tester, recorded gameplay and edited the trailers. Trailer [here](#).

TERRAMORPHERS

2019 – 2022
GAME ARTIST

FULLY REMOTE
WORK

[TO STORE PAGE](#)

TERRAMORPHERS



EPIC ADVENTURE!
WITH BOSSSES AND LOOT

FIND NEW GEAR!
CUSTOMIZE WITH ORBS

RAISE YOUR PETS!
LEVEL UP TO EVOLVE



COMPANIONS (0/2)		RARITY
JUGGERNAUT	1. Level	Gaia
CULTIST	1. Level	Celestial



COMPANION SYSTEM
VENTURE WITH BUDDIES!

MULTIPLE GAME MODES
LIKE NEW DRAFT MODE



CHARACTERS

Jemutt



Paldur



Maak



Sadon



I 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.

TERRAMORPHERS



TERRAMORPHERS



TERRAMORPHERS



TERRAMORPHERS

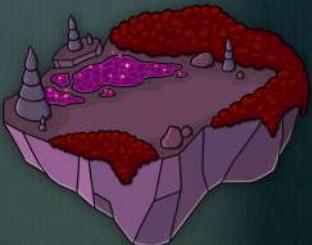


WORLD



Variety of different regions and arenas.

36 pets with evolutions.



MISCELLANEOUS



I did most of the UI elements.

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

General overview of the game [here](#).

3D ART

2023

YOUTUBE PORTFOLIO

RETRO 3D



I spent 2 weeks of evenings learning retro styled 3D.

**I really like this style and would love to
make a game with this kind of old school look!**

REALISTIC 3D



I have done building modeling as subcontracting gigs. Modeling, UV mapping, texturing etc.

This has been a great way to learn more realistic 3D.

INTERIOR



I have learned to play with PBR-materials and got familiar with Blender's general shader graph tools.

You can find free materials, if you know where to look.

EXTERIOR



With these cabin designs I also made my first realistic 3D exterior scene.

Trees and bushes are flat PNGs though.

SCULPTING & 2.5D



The heads were a sculpting exercise. Video [here!](#)

The bottom one is a quick 2.5D visual demo. Demo [here!](#)

MISCELLANEOUS



I can also rig & animate. Learning performance efficient topology has also been important to me.

I can create modular environment, like the bottom right dungeon. Everything has been done with Blender.

2D ART

2018 – 2023

[TO MY WEBSITE](#)

PRINTS



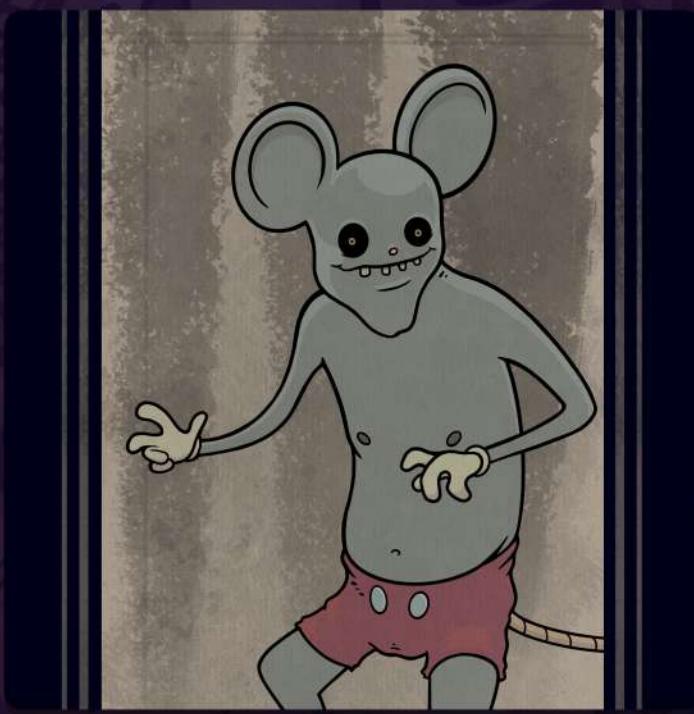
I like to try out different art styles.

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



LOOK THAT GETS GIRLS^{THE}





FAMILY RIGGED



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

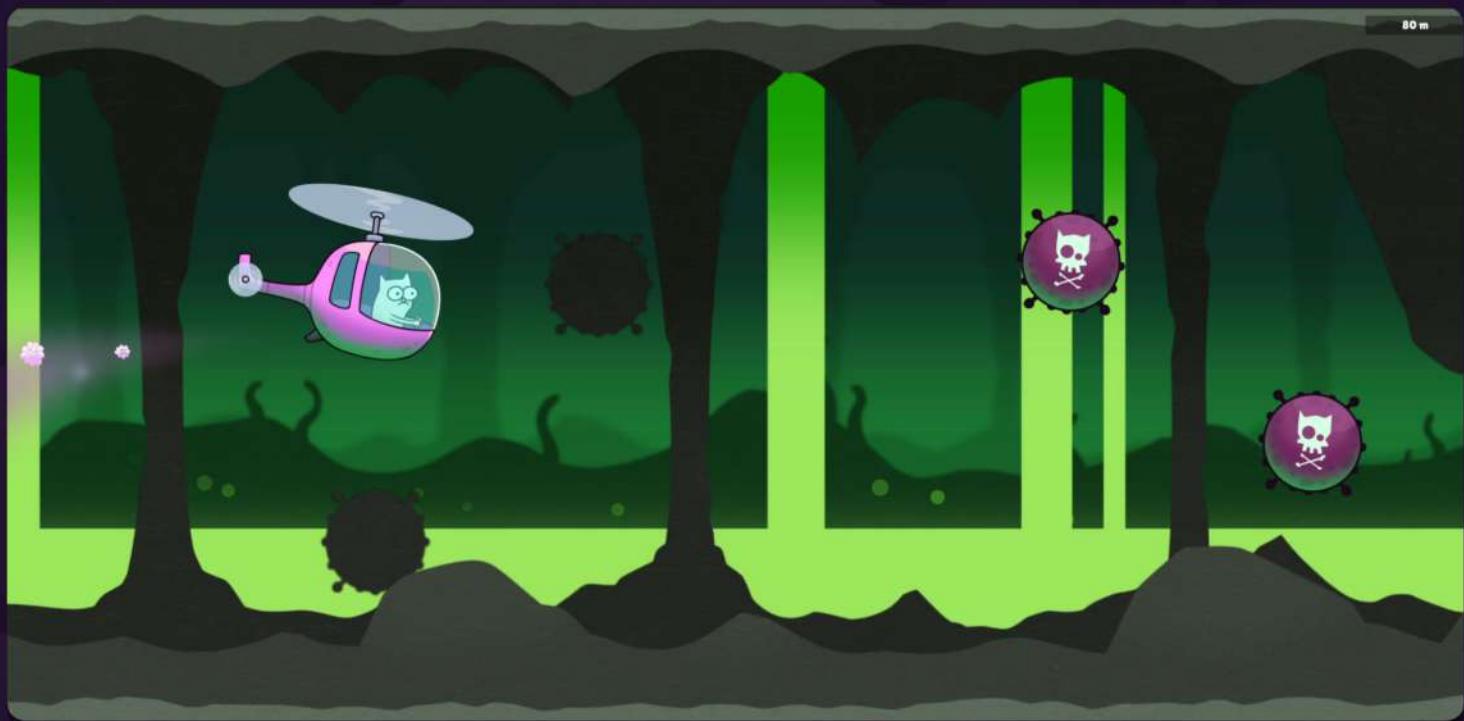
These could fit for a turn based RPG maybe?

OTHER
**GAME
PROJECTS**

2019 – 2023

[TO MY WEBSITE](#)

Check out a video [here!](#)



KITTY
**COULDN'T
STOP!**
SOLO



SOLO = GRAPHICS, ANIMATION, CODE & AUDIO

SPACE VAC

GRAPHICS, ANIMATION



CHICKEN MANAGER

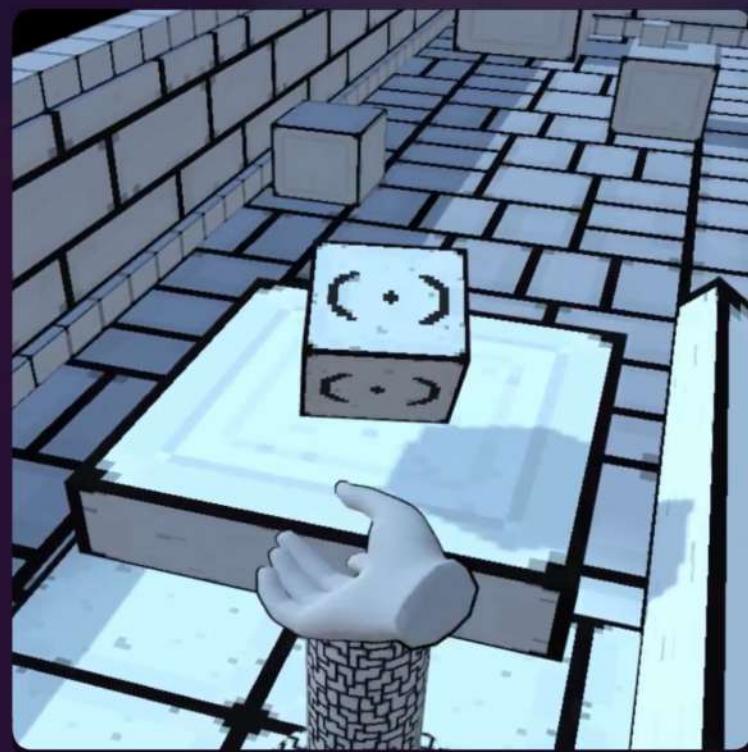
GRAPHICS, ANIMATION



CM was a GAME JAM project. Proto was made in 48h.

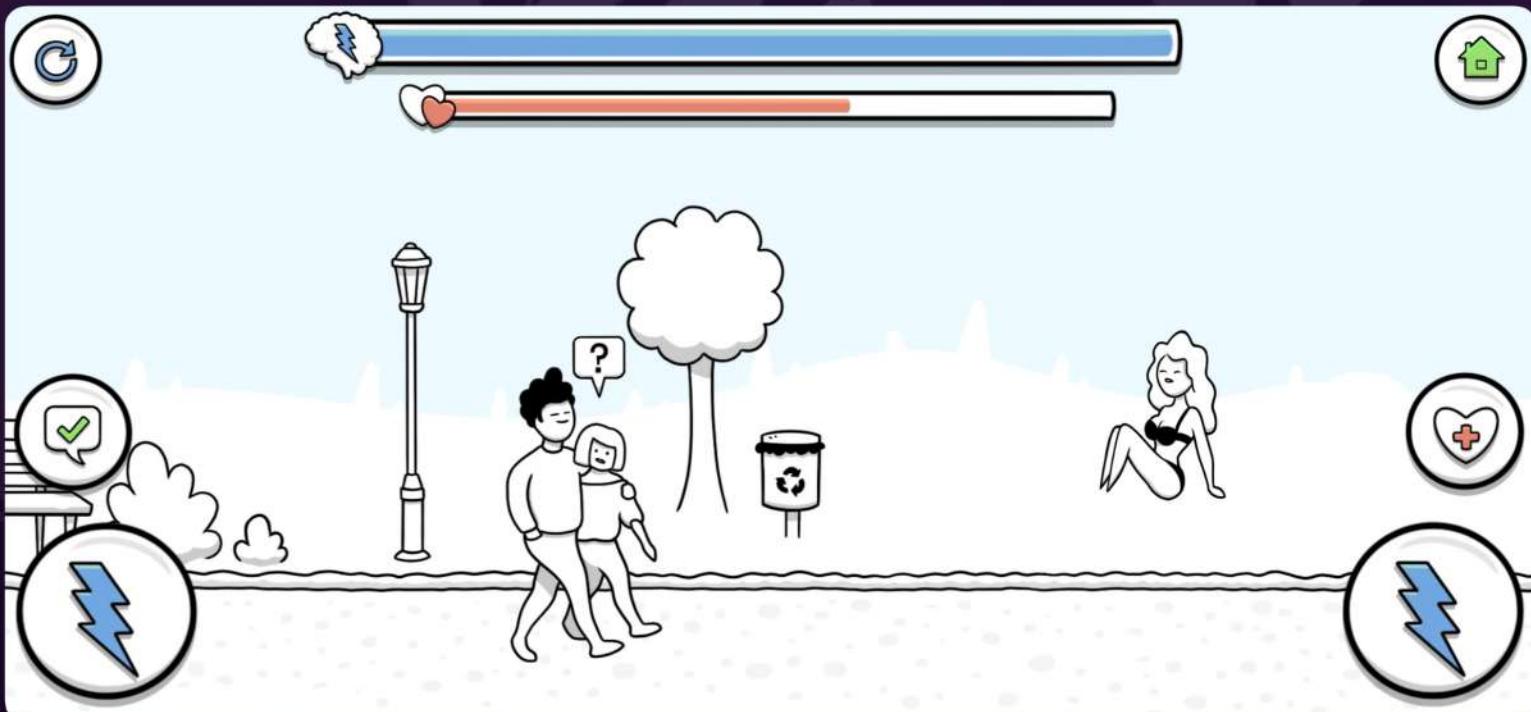
CUBE VR

SOLO



WALK IN THE PARK

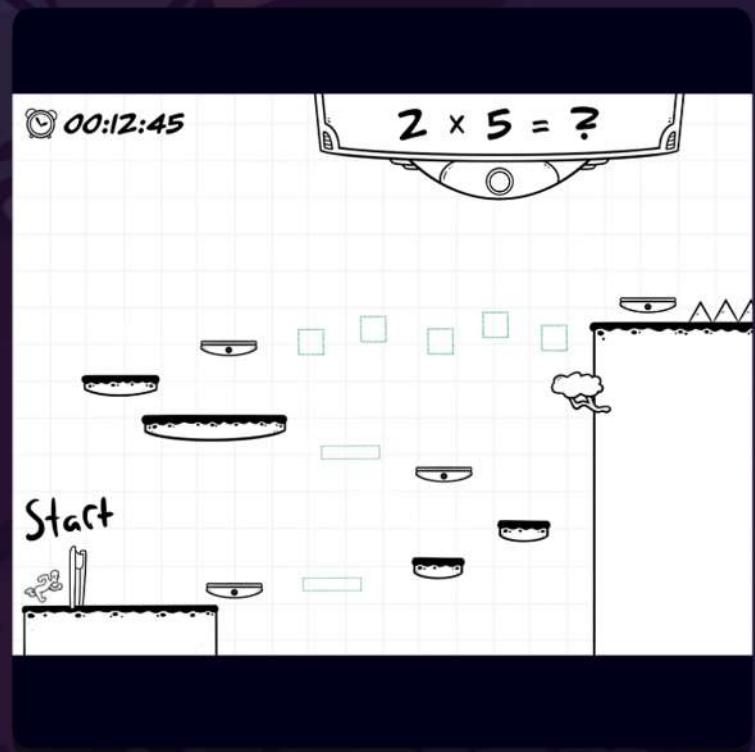
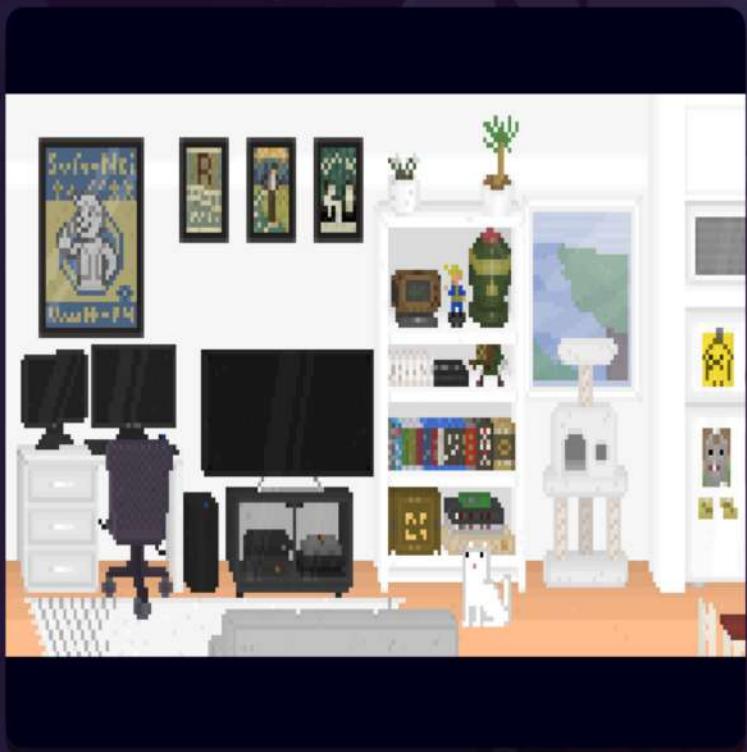
SOLO



SOLO = GRAPHICS, ANIMATION, CODE & AUDIO

BLANCA SIMULATOR SOLO

RUNNING MATH SOLO



THE DEV_OLUTION SOLO

ROAD TO SPACE PARTY SOLO



SOLO = GRAPHICS, ANIMATION, CODE & AUDIO



TO BE CONTINUED...

CONTACT

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Take a look at my CV by clicking here!

These were the highlights.

**More can be found on
YOUTUBE & MY WEBSITE**