

PARONI'S  
— 3D —  
PORTFOLIO  
2024

PANU NISKAKOSKI

# INDEX

**This shortened portfolio focuses solely on my 3D work.**

**I started learning 3D on July 2023, so this is also a showcase of my progression as a 3D artist in the first 6 months.**

**Check out my comprehensive portfolio [here!](#)**

## 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 ★**



# REALISTIC 3D



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

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



# RETRO 3D



**I made a retro 3D short film as a demo. I would really like to do a game with this kind of old school look.**

**Check out the demo video [here](#)!**

# SCULPTING & 2.5D

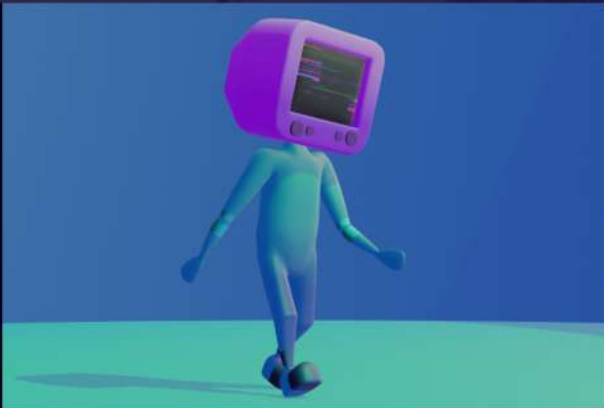


The heads were a sculpting exercise. Video [here!](#)

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.**



**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](#)**