

# 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!

**2022 – 2023  
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

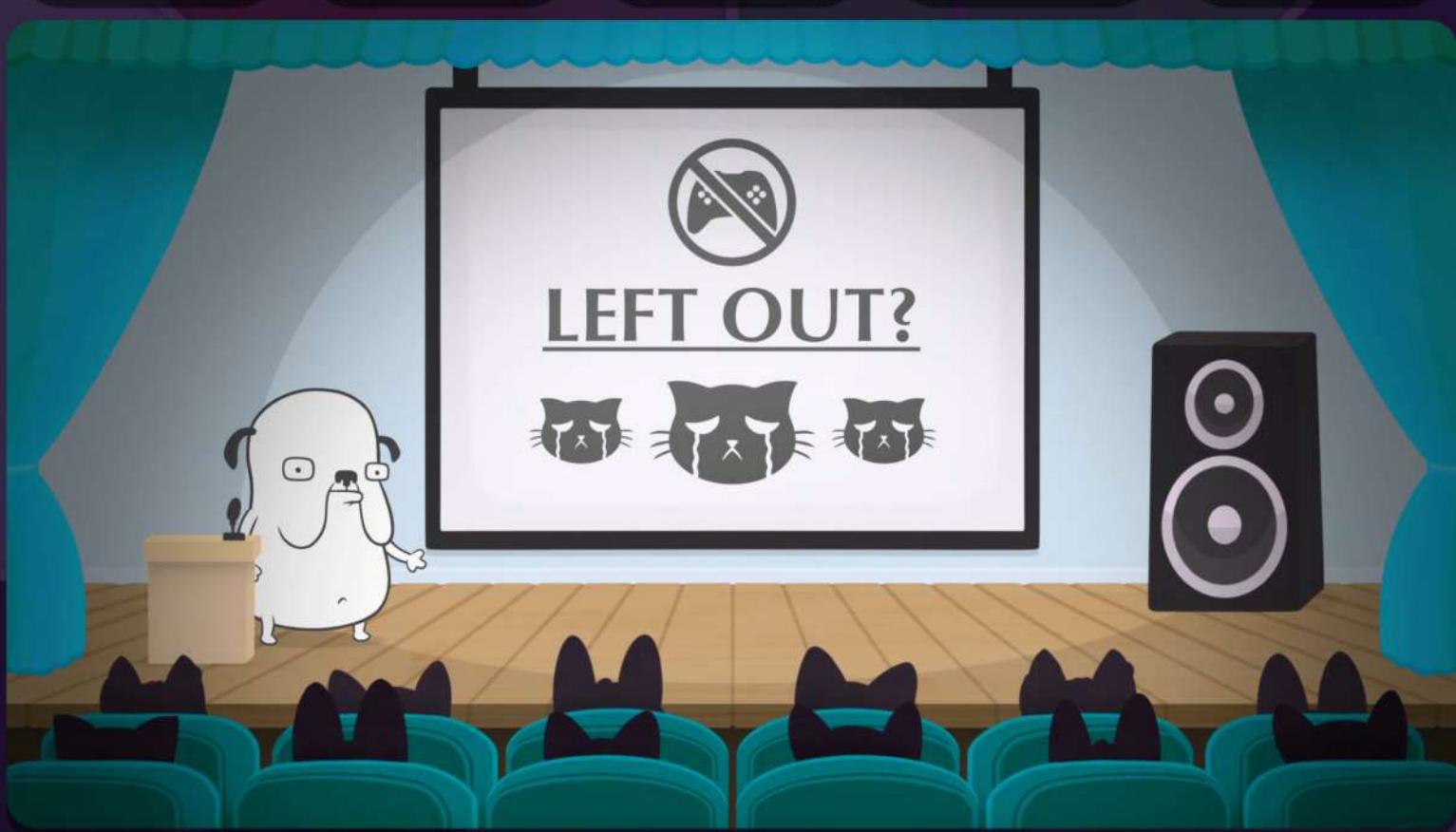


NO ADS, TIMERS, POINTS OR CURRENCIES!  
JUST THE FUN OF FREE & MUTUAL PLAY



TRY THE FREE TRIAL MODES  
DEVELOPED FOR AN UNIVERSITY STUDY

# DESIGN & ART



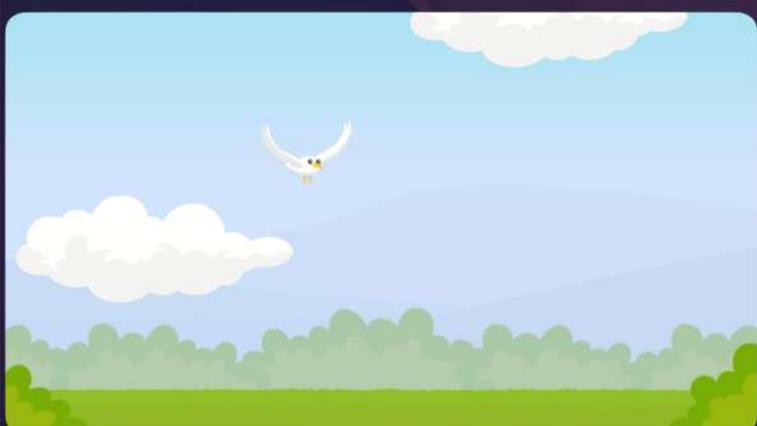
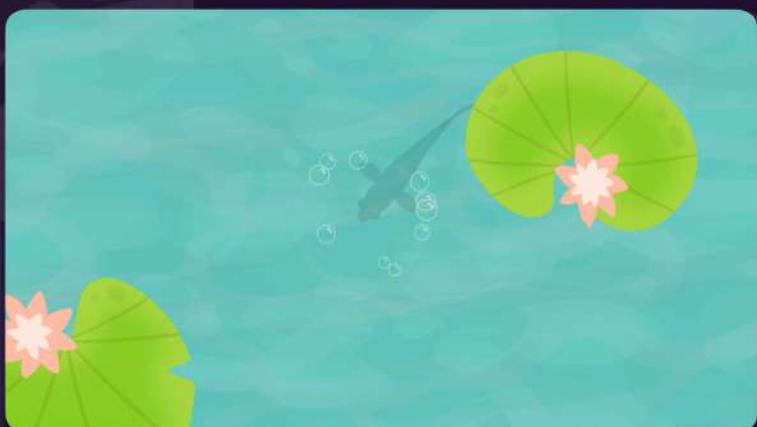
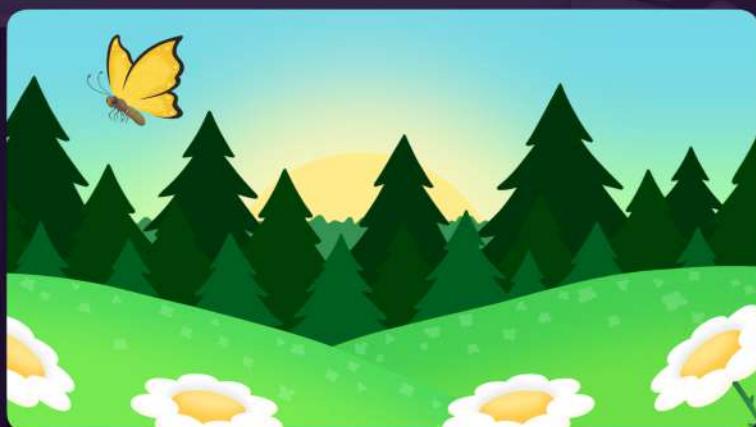
I am the CEO and co-founder of Herra Koir Company.

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 masters thesis.**

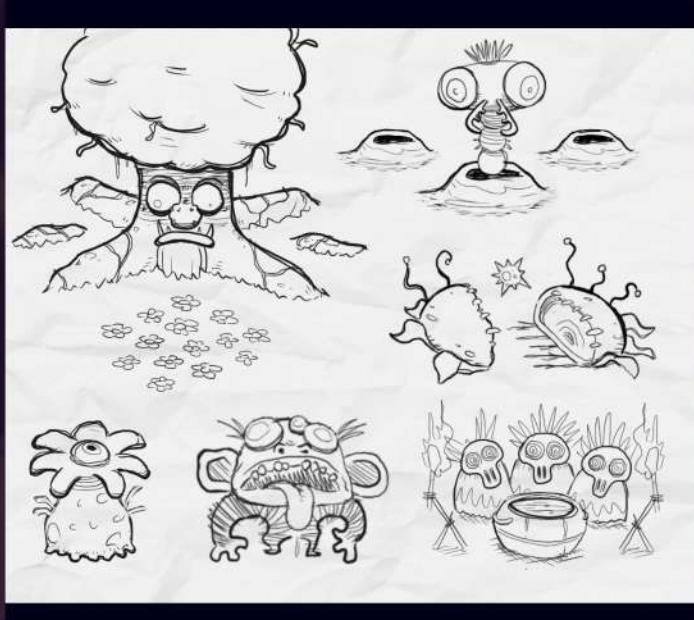
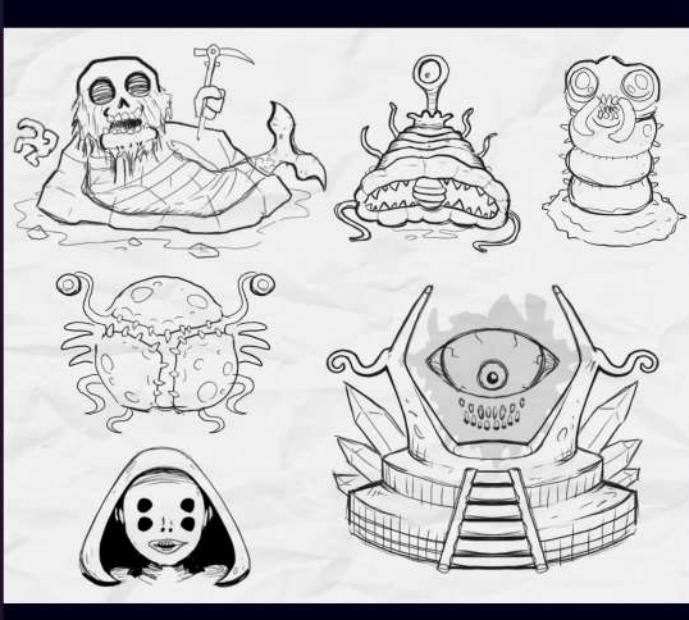
**As the only artist in the project, I produced bot the concept art and the actual game assets.**

# 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 elements.

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**

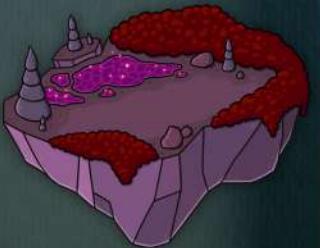


# WORLD

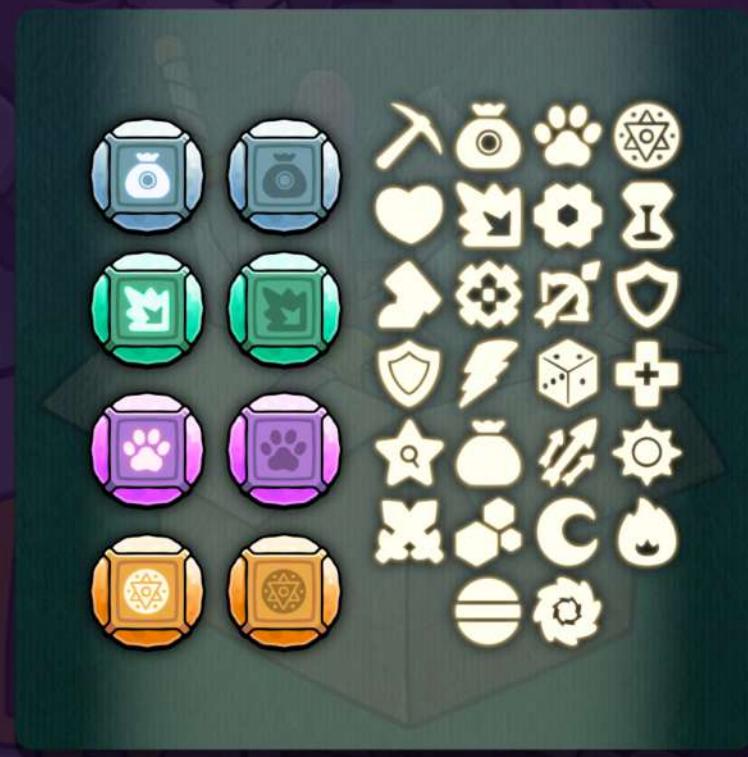


**Variety of different regions and arenas.**

**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**

# 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.**

# **2D ART**

**2018 – 2023**

**[TO MY WEBSITE](#)**

# PRINTS



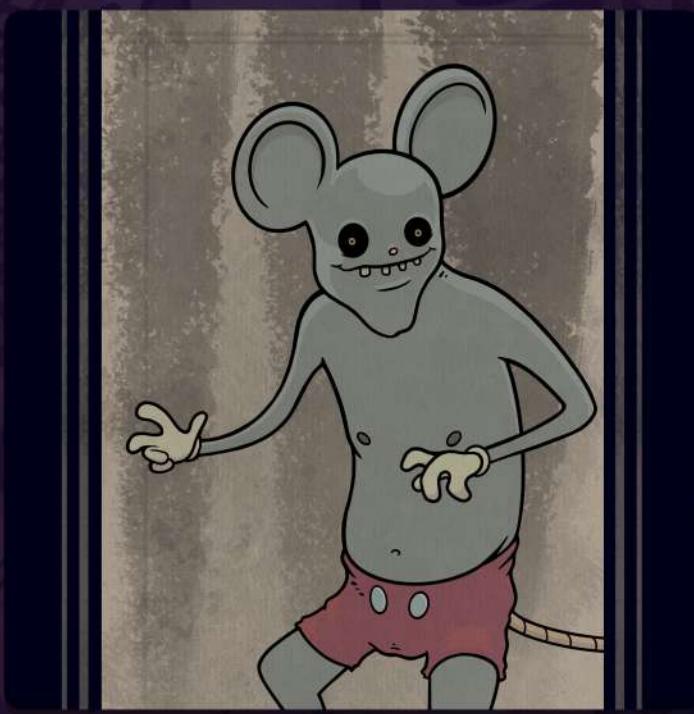
**I like to try out different art styles.**

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



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





# 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

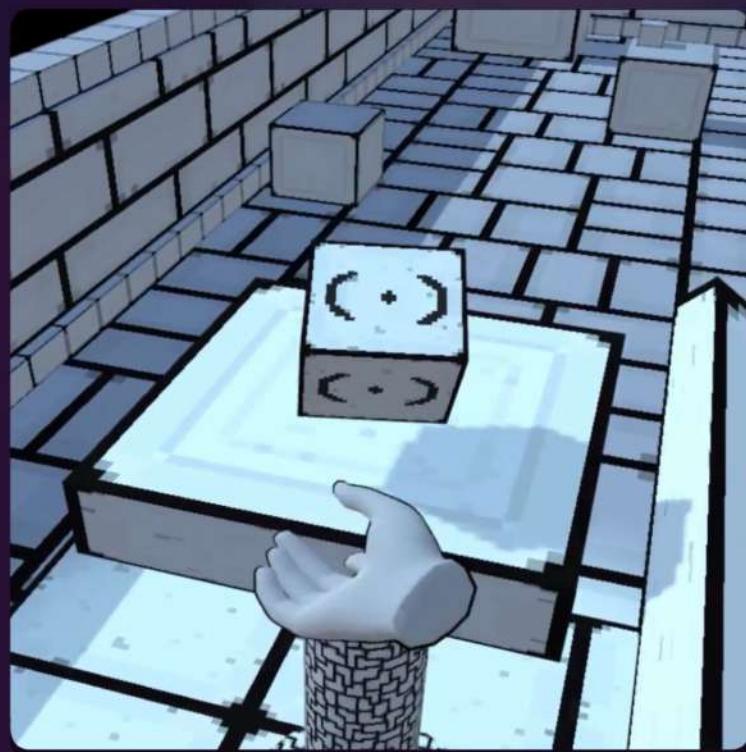
GRAPHICS, ANIMATION



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

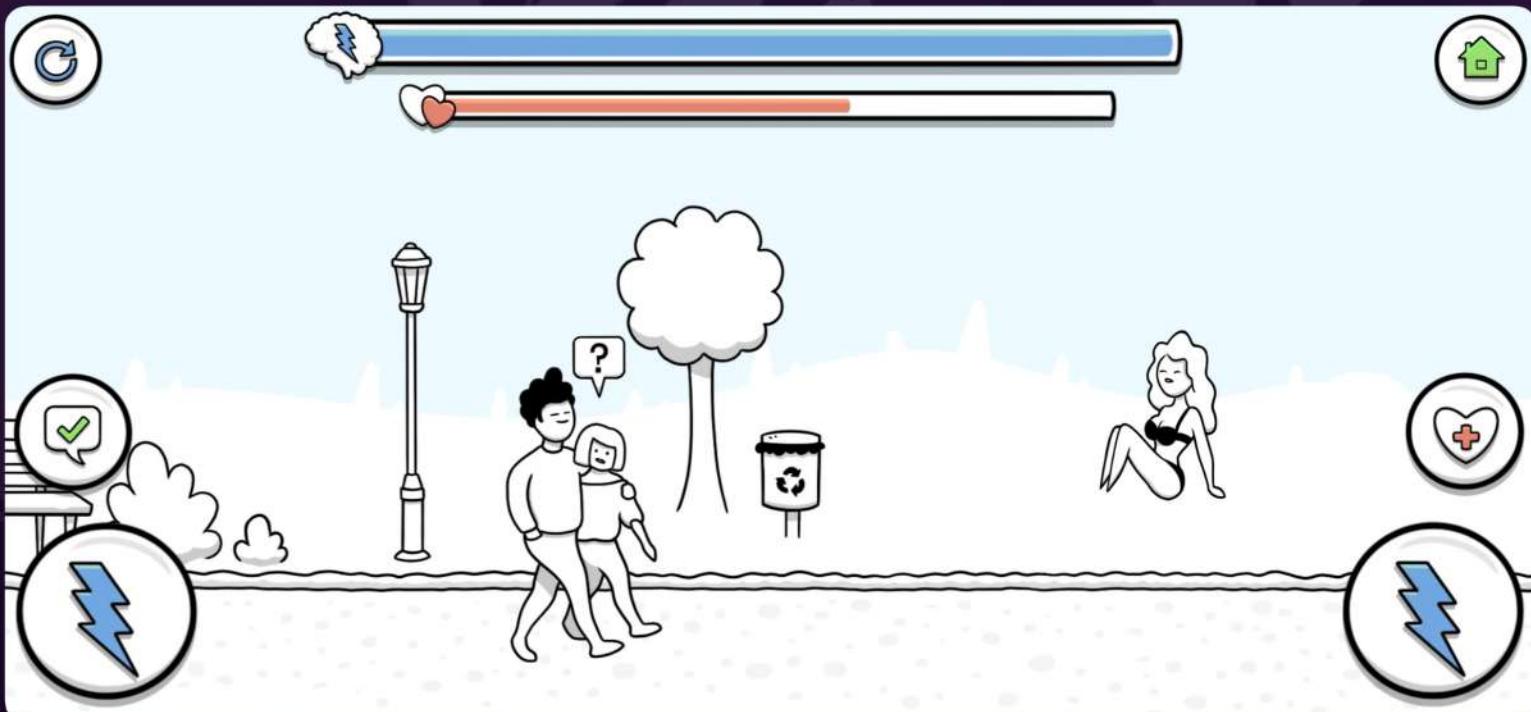
# CUBE VR

## SOLO



# WALK IN THE PARK

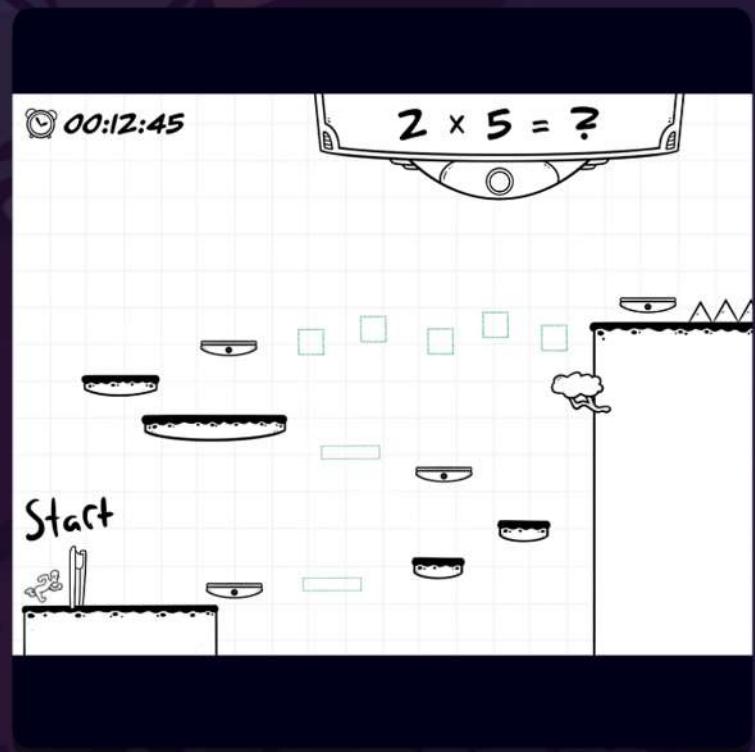
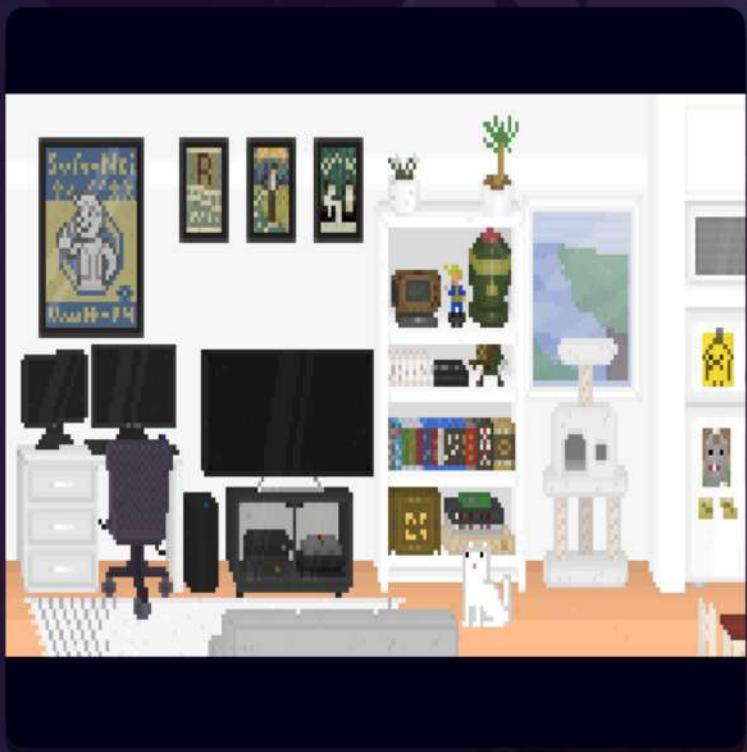
## SOLO



**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**

**paroni.does@gmail.com**

**Take a look at my CV by clicking here!**

**These were the highlights.**

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