PARONI'S PORTFOLIO 2023

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!



GET READY FOR INTERSPECIES FUN



PLAY WITH A CONTROLLER OR USE AUTO PLAY



VARIETY OF PLAY MODES (FORM KITTENS TO SENIORS)



A VIRTUAL TOY BOX FOR YOU AND YOUR CAT



DESIGNED AND TESTED WITH ACTUAL END USERS: CATS



TRY FREE TRIAL MODES BASED ON A UNIVERSITY STUDY

DESIGN & ART



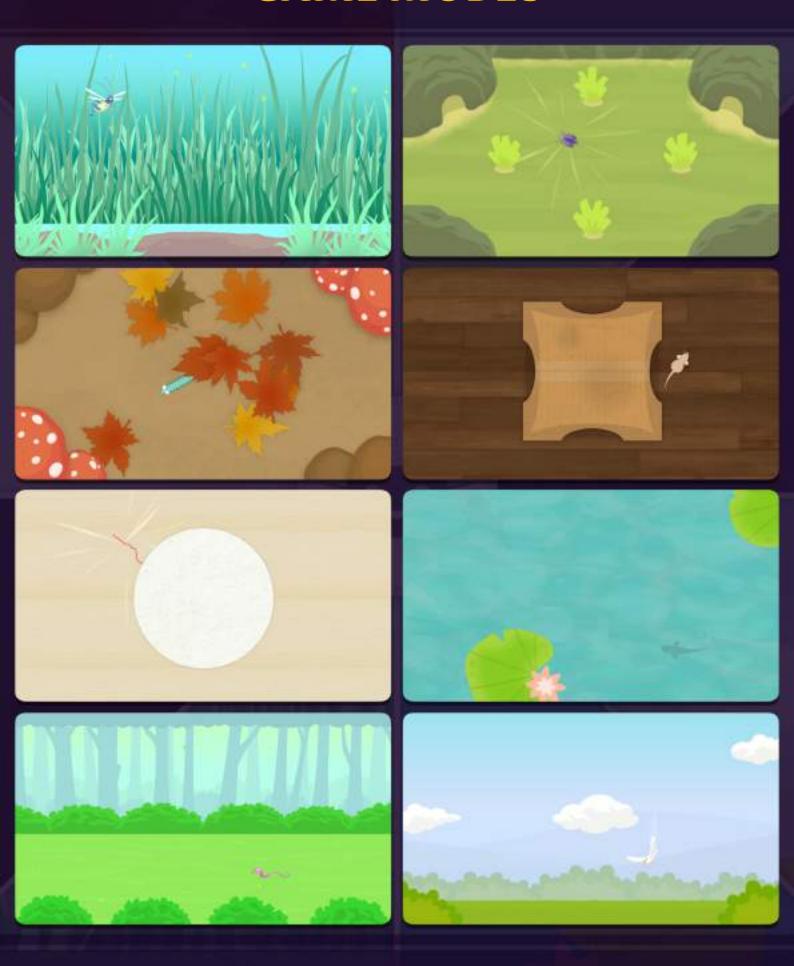
I am the CEO and co-founder of Herra Koira Company.

PWYC is built on my masters thesis' research artefact.

Check out the trailer for the app by clicking here!

The trailer and it's assets are made by me.

GAME MODES



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

COMPANY GRAPHICS









All the marketing and social media graphics, as well as the general brand image, is designed by me.

I am also the organizer and manger of the company.

I make sure that everyone knows what to do next.

SPIRIT TRIALS

2022 – 2023 GAME ARTIST

FULLY REMOTE WORK

TO STORE PAGE

















MEET CURIOUS STRANGERS

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

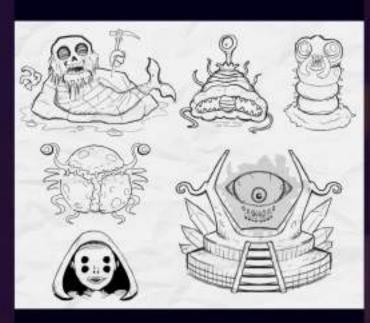


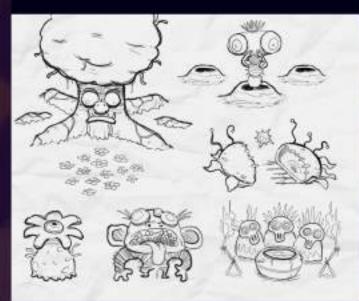
36 boss designs + 52 enemy designs.

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













ENVIRONMENT





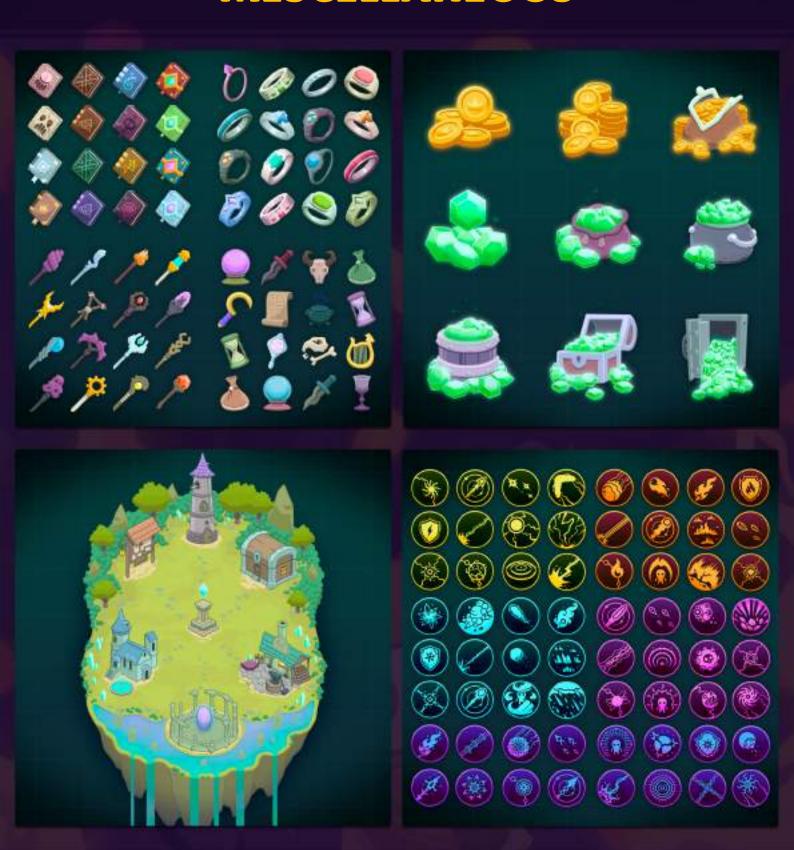




I learned how to make tilemaps.

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**















CHARACTERS









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.













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.

OTHER GAME PROJECTS

2019 – 2023

TO MY WEBSITE

Check out a video here!







SOLO = GRAPHICS, ANIMATION, CODE & AUDIO

SPACE VAC GRAPHICS, ANIMATION





CHICKEN MANAGER

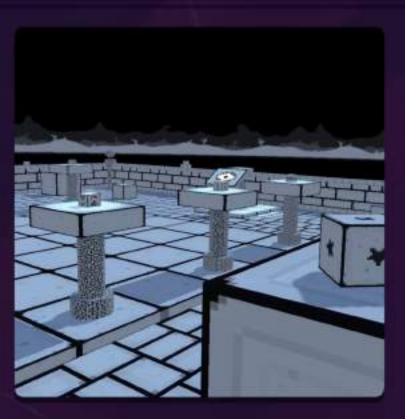
GRAPHICS, ANIMATION





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

CUBE VR



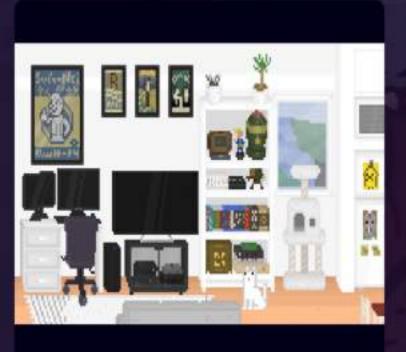


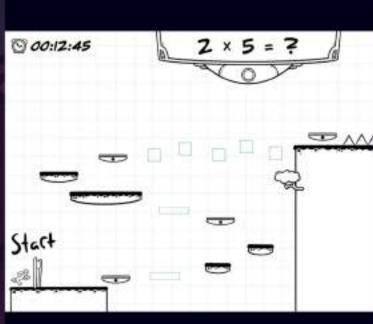
WALK IN THE PARK



SOLO = GRAPHICS, ANIMATION, CODE & AUDIO

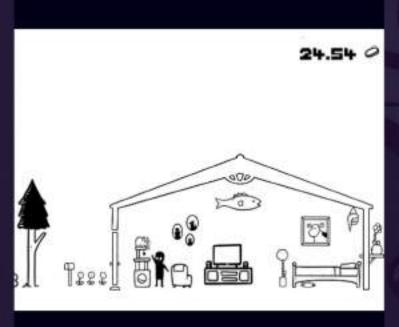
BLANCA SIMULATOR SOLO RUNNING MATH SOLO





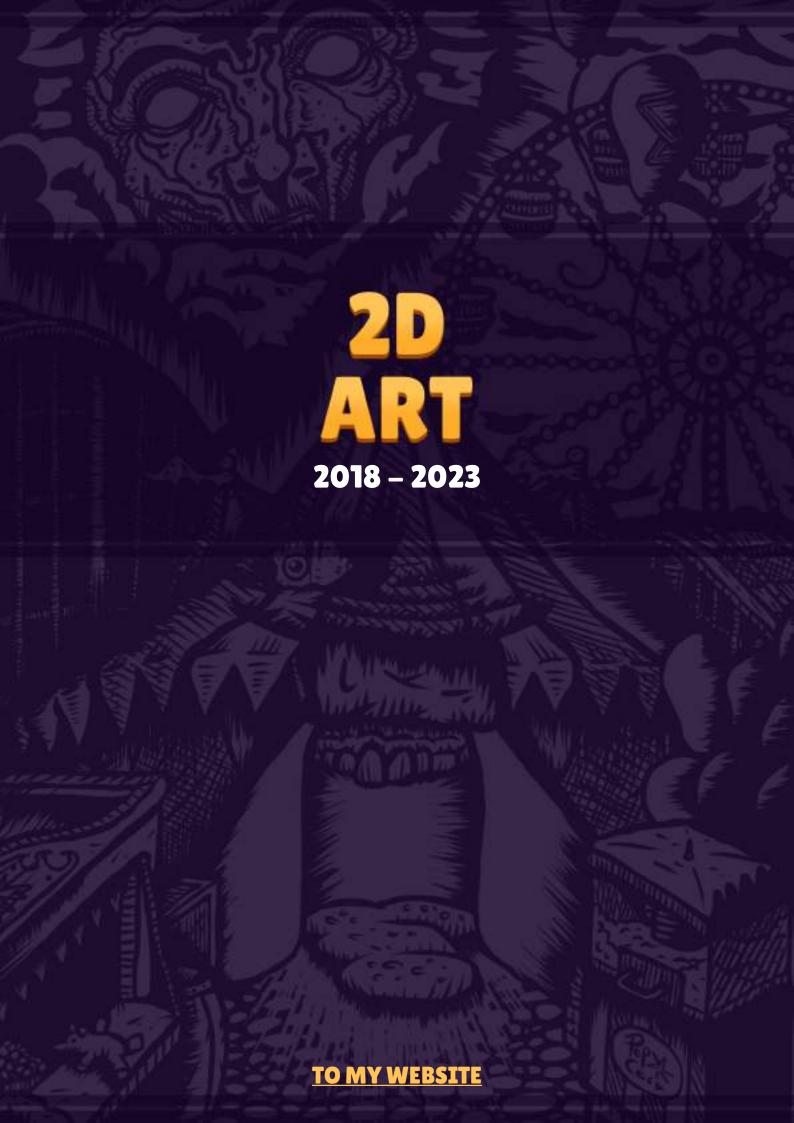
THE SOLO

ROAD TO SPACE PARTY SOLO





SOLO = GRAPHICS, ANIMATION, CODE & AUDIO



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.

























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?

FREELANCE GRAPHICS









I have made little bit of everything from band shirts to skateboard designs and from company logos to social media creatives. Here is some of them.



YOUTUBE PORTFOLIO

RETRO 3D



I spent about two weeks of my evenings to learn retro styled 3D art. I really liked the end result.

Check out the demo video here!

REALISTIC & 2.5D



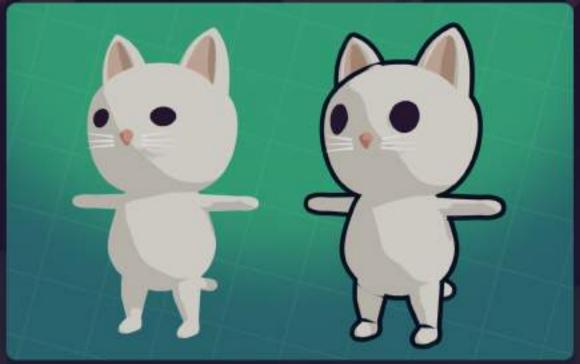


The top one is a product image for a catalogue. I can also do more realistic 3D with PRB-materials.

The bottom one is a 2.5D visual demo. Demo here!

3D AS A HOBBY

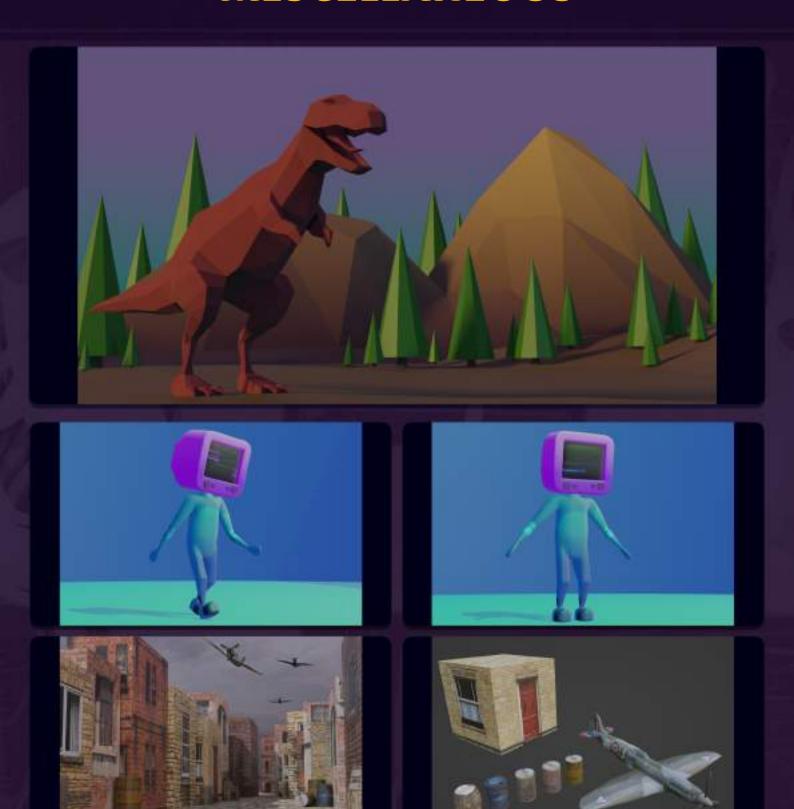




I got excited about 3D modeling about a year ago. Here is my latest work-in-progress project.

The models are fully rigged and ready for animation.

MISCELLANEOUS



I can rig, animate and do UV-mapping.

I have been also focusing on efficient topology.

TV-head demo here. Planes demo here.

MODULAR DUNGEON



I've learned how to make modular pieces of 3D environment.

All the 3D art has been done with Blender.



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