PARONI'S PORTFOLIO 2023

INDEX

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

ABOUT ME

Panu Robert Niskakoski

- 2D artist + animator, sound generalist, programmer,
 3D art beginner
- 4 years of commercial game development
- Master of Science (IT)



SPIRIT TRIALS 2022-2023

GAME ARTIST

FULLY REMOTE WORK



SPIRIT TRIALS















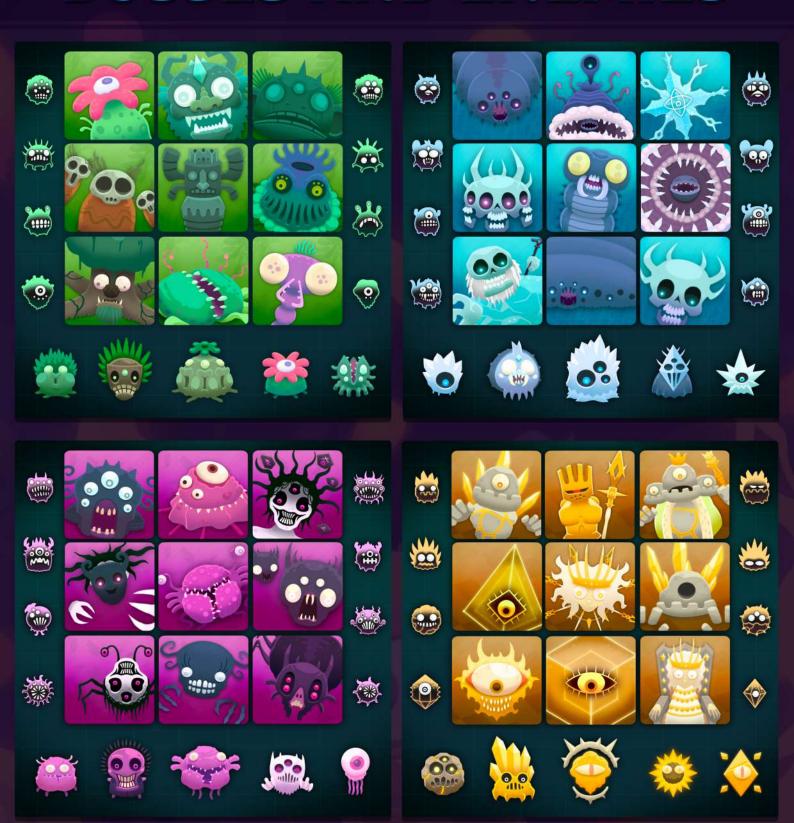
CHARACTERS



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.

















CHARACTERS









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.

GAME PROJECTS 2019-2022

DOWNLOAD APK FROM MY WEBSITE!







SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

SPACE VAC GRAPHICS, ANIMATION





CHICKEN MANAGER

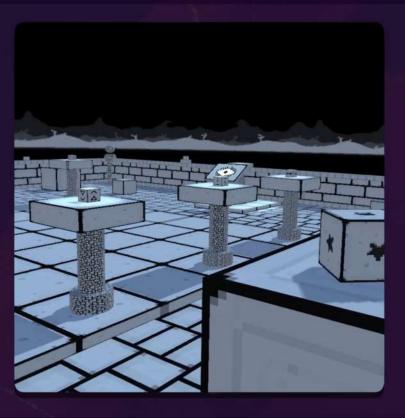
GRAPHICS, ANIMATION

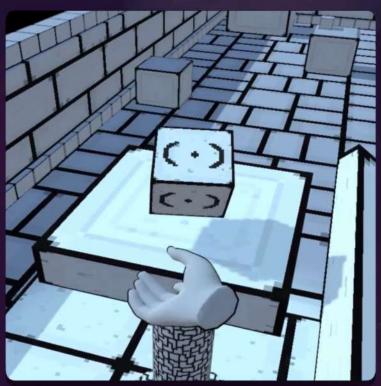




CM WAS MY FIRST GAME JAM. PROTO WAS MADE IN 48 H

CUBE VR SOLO





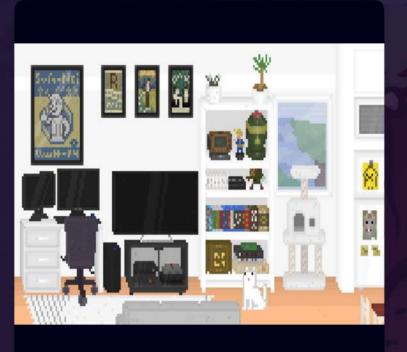
WALK IN THE PARK SOLO

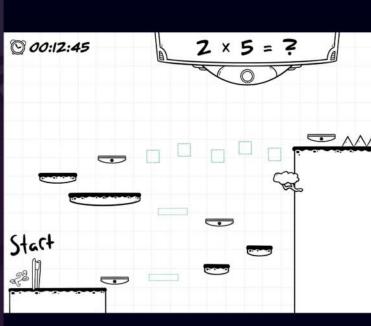


SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

BLANCA SIMULATOR SOLO

RUNNING MATH SOLO





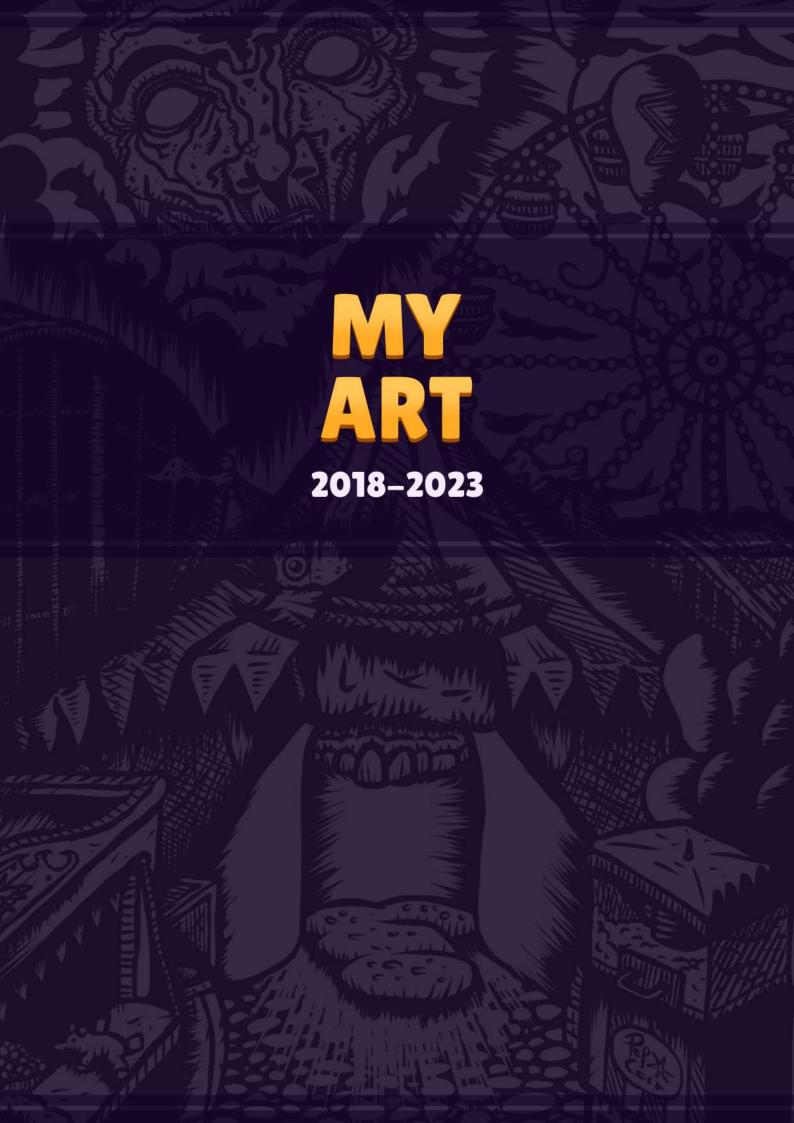
THE DEV_OLUTION SOLO

ROAD TO SPACE PARTY SOLO





SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO



ANIMATED FAMILY





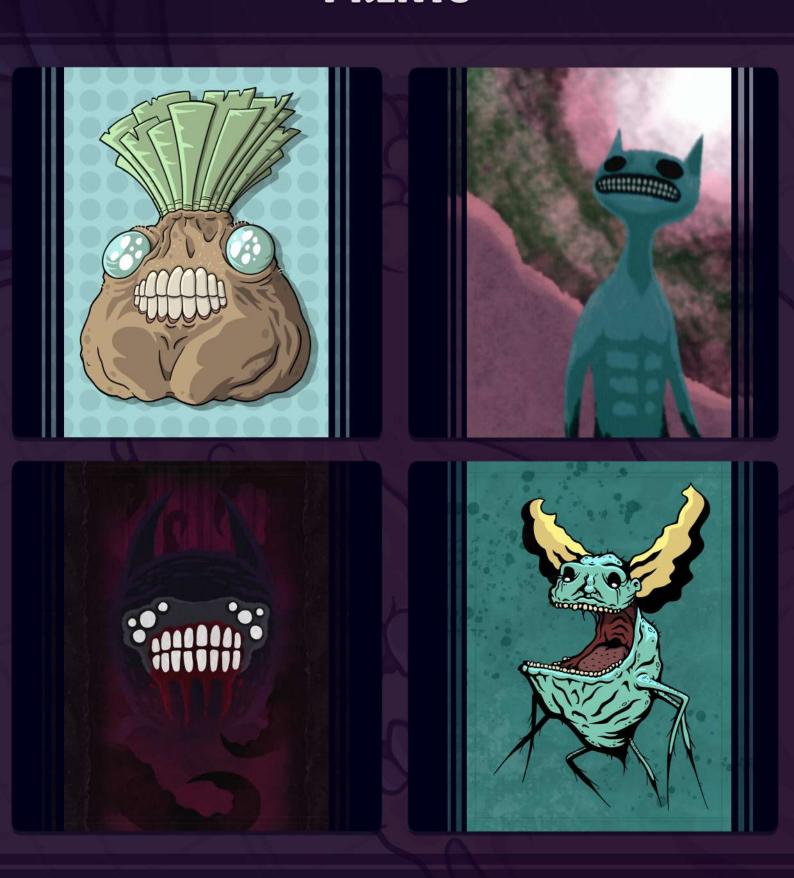




I designed, rigged and animated these characters as an 2D rigging exercise. Check the demo on my web page!

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.













ALSO BEGINNER 3D ARTIST



TO BE CONTINUED

CONTACT

paroni.does@gmail.com

These were the highlights.

Check out the comprehensive portfolio on my web site.