

# PARONI'S PORTFOLIO

## 2023

PANU NISKAKOSKI

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## 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



TRAIN NEW  
CHARACTERS



TIMEBREAK

EPIC RELIC



FIND LOOT  
AND GEAR UP



CRAZY  
BOSS FIGHTS



MOW DOWN  
ENEMY Hordes



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 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.**

# TERRAMORPHERS

2019–2022  
GAME ARTIST

FULLY REMOTE  
WORK

# 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	GOLD
CULTIST	1. Level	PURPLE



COMPANION SYSTEM  
VENTURE WITH BUDDIES!

MULTIPLE GAME MODES  
LIKE NEW DRAFT MODE



# CHARACTERS

Jemutt



Paldur



Maak



Sadon



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**



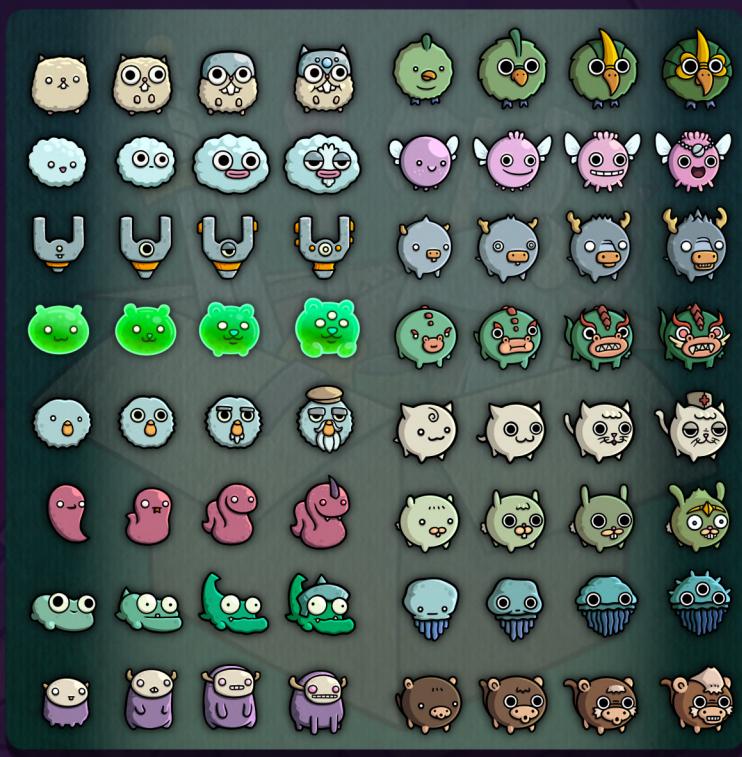
**TERRAMORPHERS**



**TERRAMORPHERS**

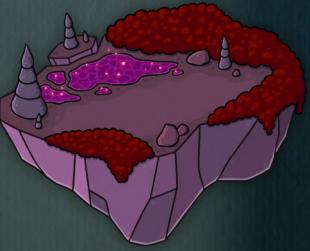


# WORLD



**Variety of different regions and arenas.**

**36 pets with evolutions.**



# MISCELLANEOUS



Did most of the UI elements.

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

OTHER  
**GAME  
PROJECTS**  
**2019–2022**

**DOWNLOAD APK FROM MY WEBSITE!**



KITTY  
**COULDN'T  
STOP!**  
SOLO



**SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO**

# SPACE VAC

## GRAPHICS, ANIMATION



# CHICKEN MANAGER

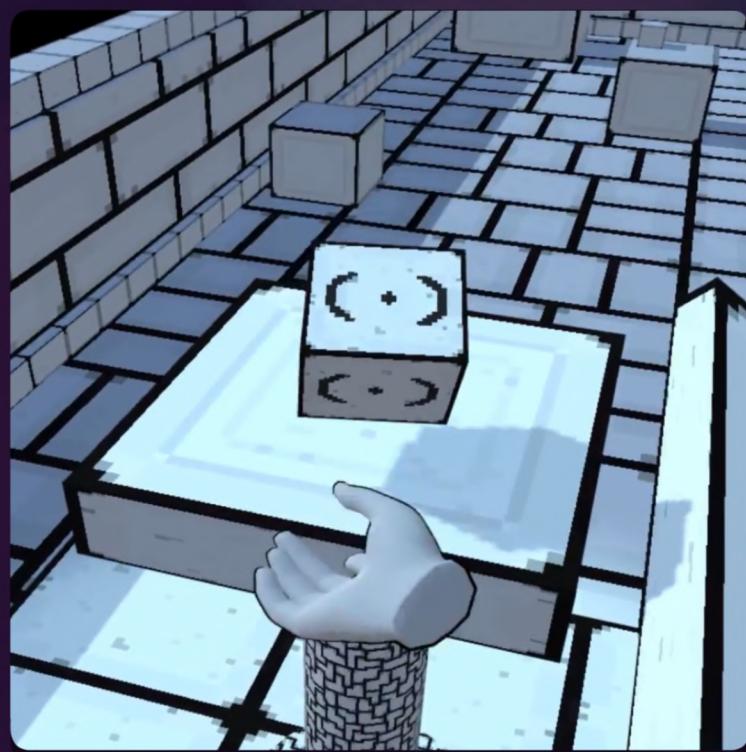
## GRAPHICS, ANIMATION



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

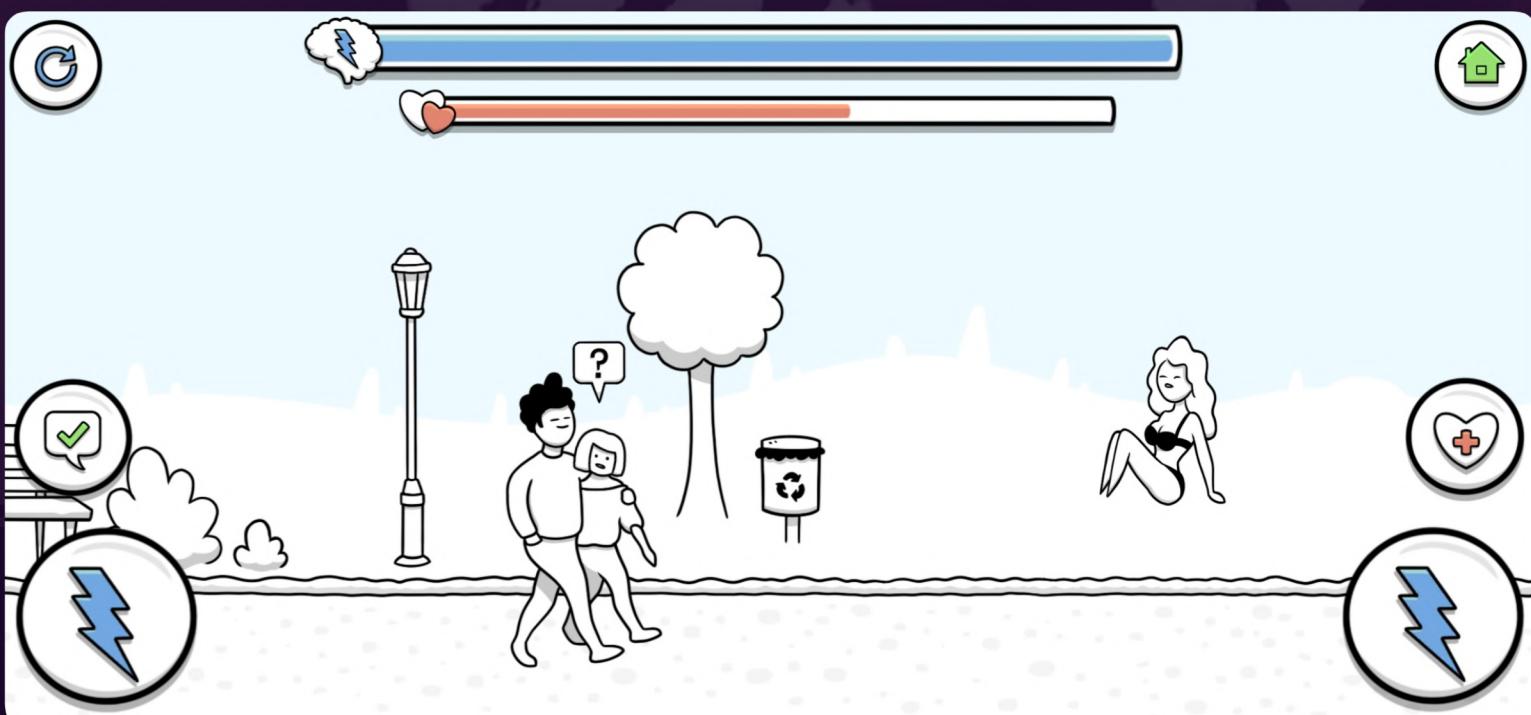
# CUBE VR

## SOLO



# WALK IN THE PARK

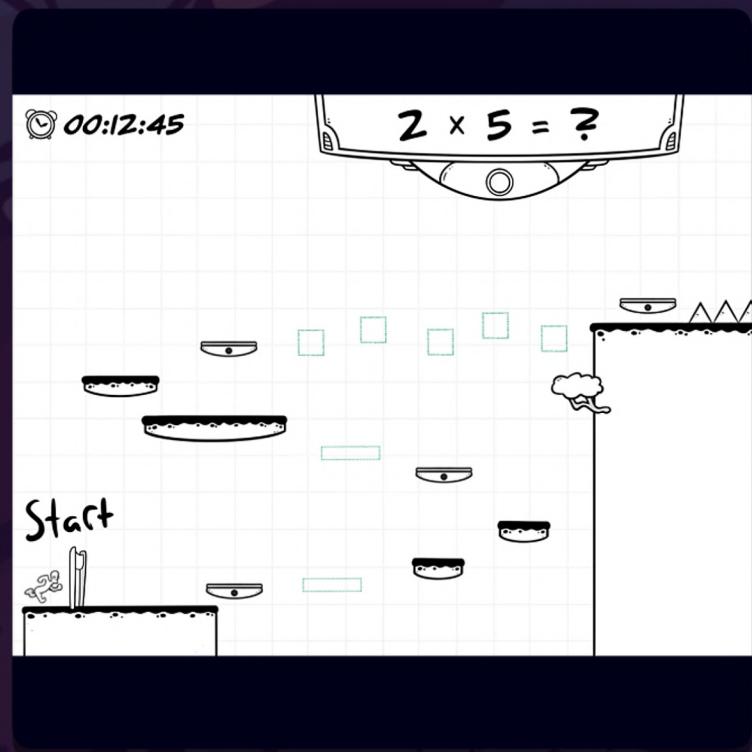
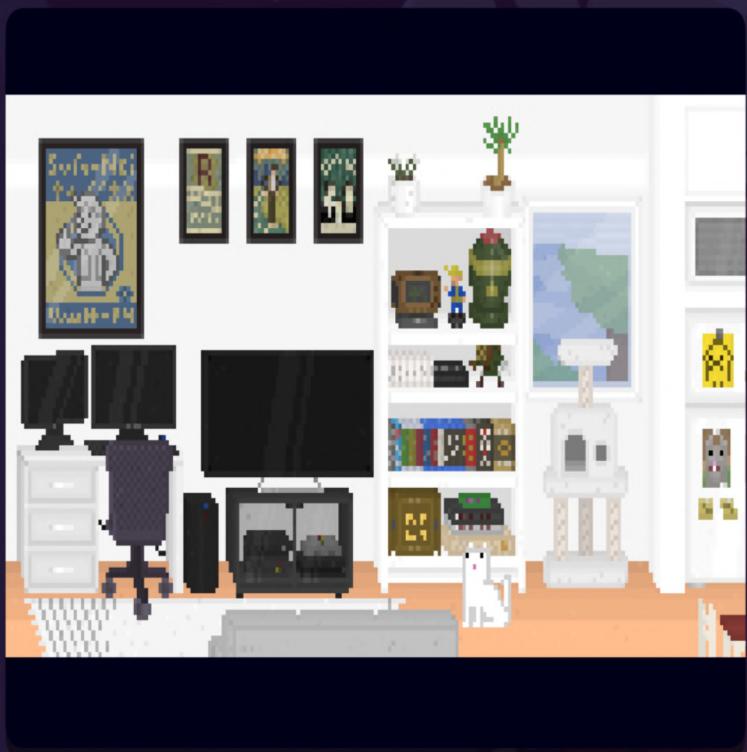
## SOLO



**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

# MY ART

2018–2023

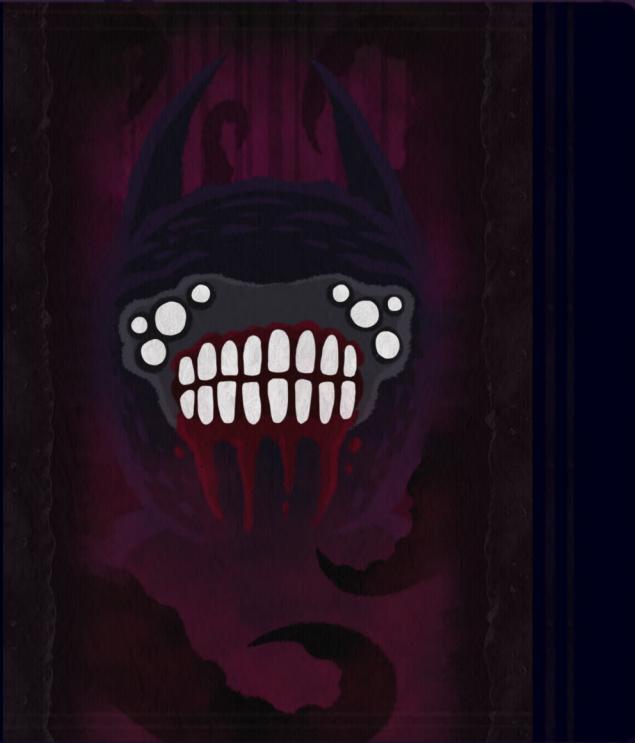
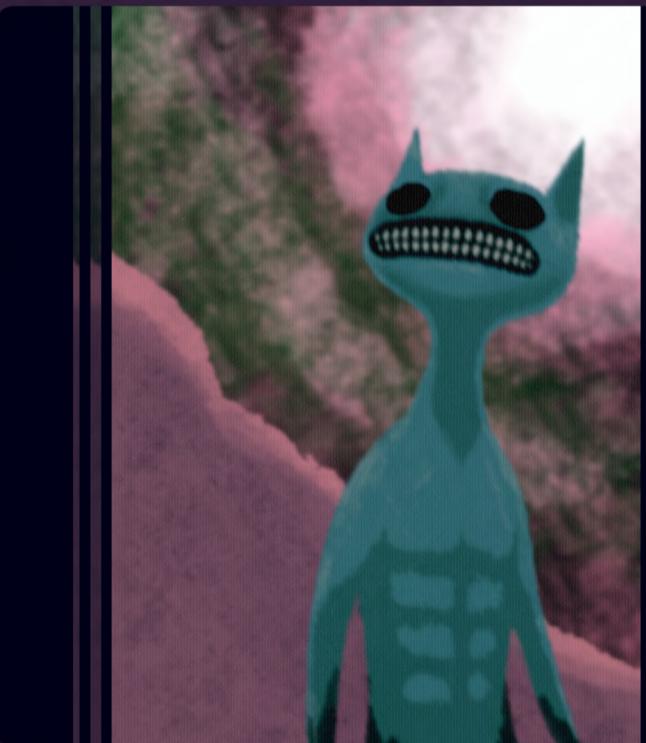
# ANIMATED FAMILY



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.**



LOOK THAT GETS GIRLS



# 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.**