PARONI'S PORTFOLIO 2023

PANU NISKAKOSKI

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ABOUT ME

Panu Robert Niskakoski

Technical game artist and designer with nearly 5 years of experience on commercial game development.

Master of Science (IT)

- 2D / 3D artist & animator
 - Music & SFX producer
- Game designer & programmer

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 produced both the concept art and the actual game assets.

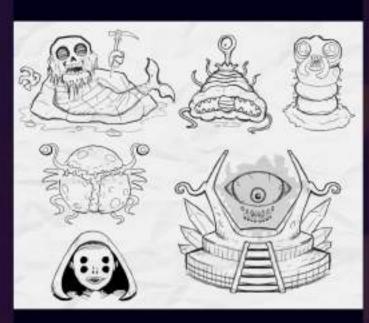
BOSSES AND ENEMIES

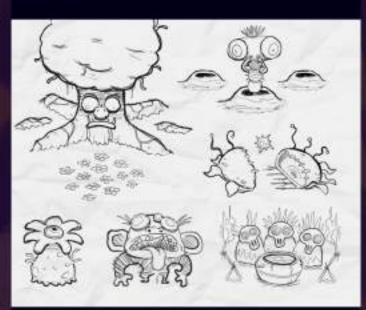


36 boss designs.
Voiced and produced all character and boss dialogue (+ screeches).













ENVIRONMENT









Learned how to make tilemaps.

Also produced all the game music.

MISCELLANEOUS



Did most of the UI elements.

Game testing and marketing trailers.



2022-2023 LEAD DESIGNER

> FULLY REMOTE COMPANY

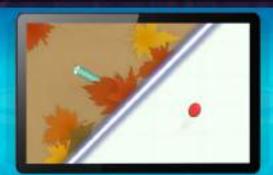
PLAY WITH YOUR CAT!



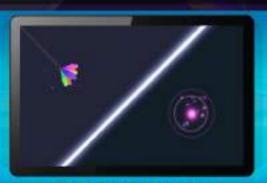
GET READY FOR INTERSPECIES FUN



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

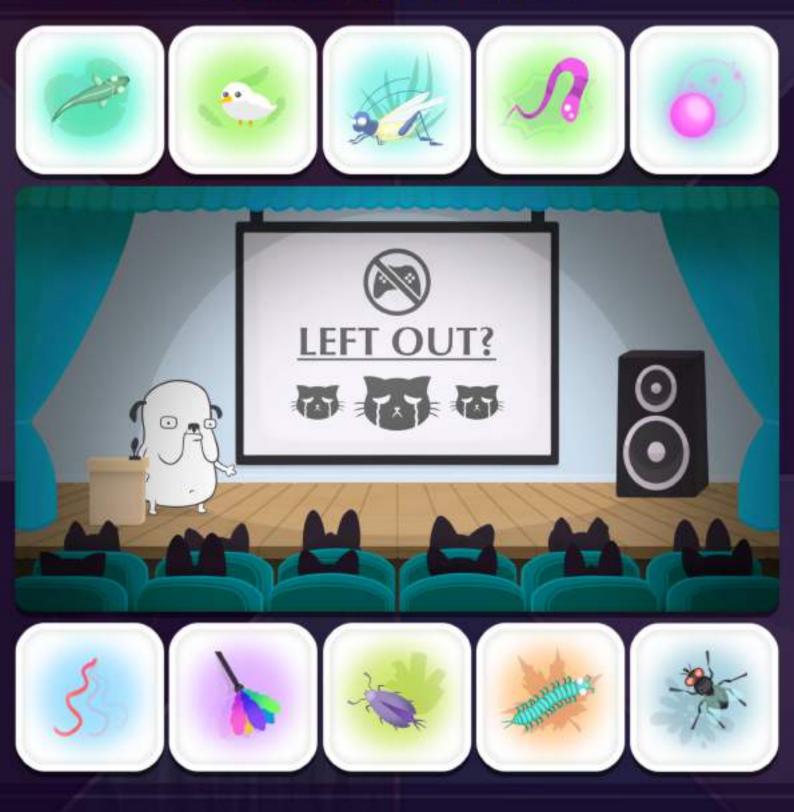


DESIGNED AND TESTED WITH ACTUAL END USERS: CATS



TRY FREE TRIAL MODES BASED ON A UNIVERSITY STUDY

DESIGN & ART



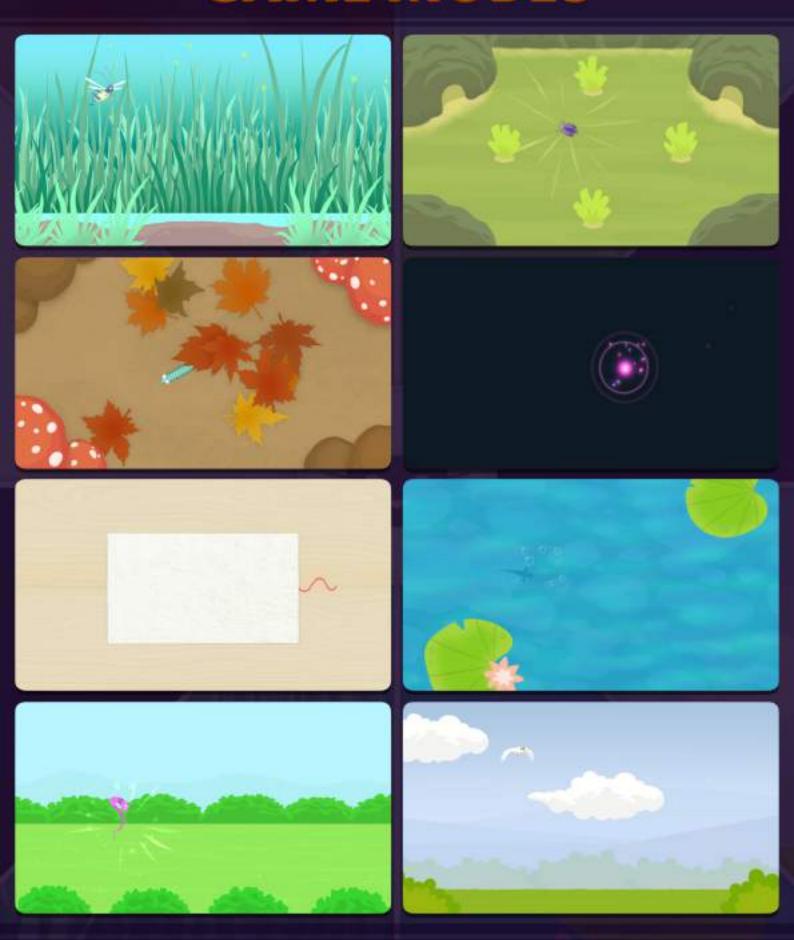
I am the CEO and co-founder of Herra Koira Company.

PWYC is built on my masters thesis' research artefact.

Check out the trailer for the app by clicking!

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 of the company, is designed by me.

I am also the organizer and manager of the company.

I make sure that everyone knows what to do next.

















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.

OTHER GAME PROJECTS 2019-2022

DOWNLOAD APK FROM MY WEBSITE!



COULDN'T STOP!



SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

SPACE VAC GRAPHICS, ANIMATION





CHICKEN MANAGER

GRAPHICS, ANIMATION

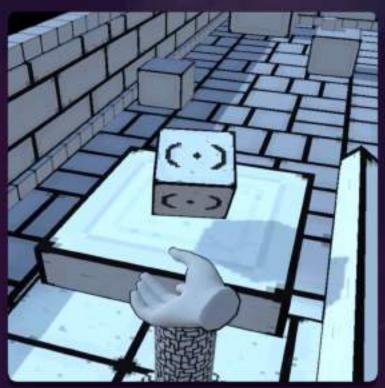




CM WAS MY FIRST GAME JAM. PROTO WAS MADE IN 48 H

CUBE VR





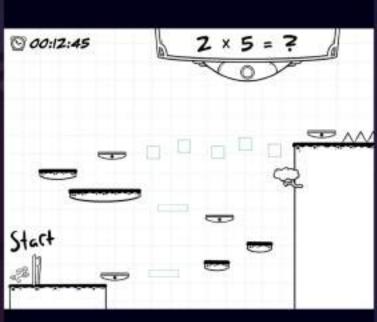
WALK IN THE PARK



SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

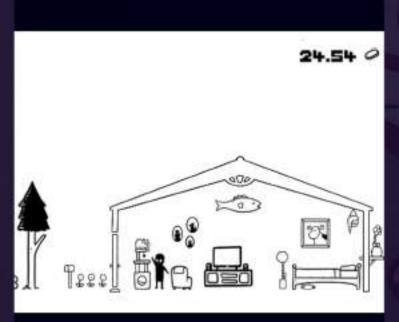
BLANCA SIMULATOR SOLO RUNNING MATH SOLO





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 video !

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



















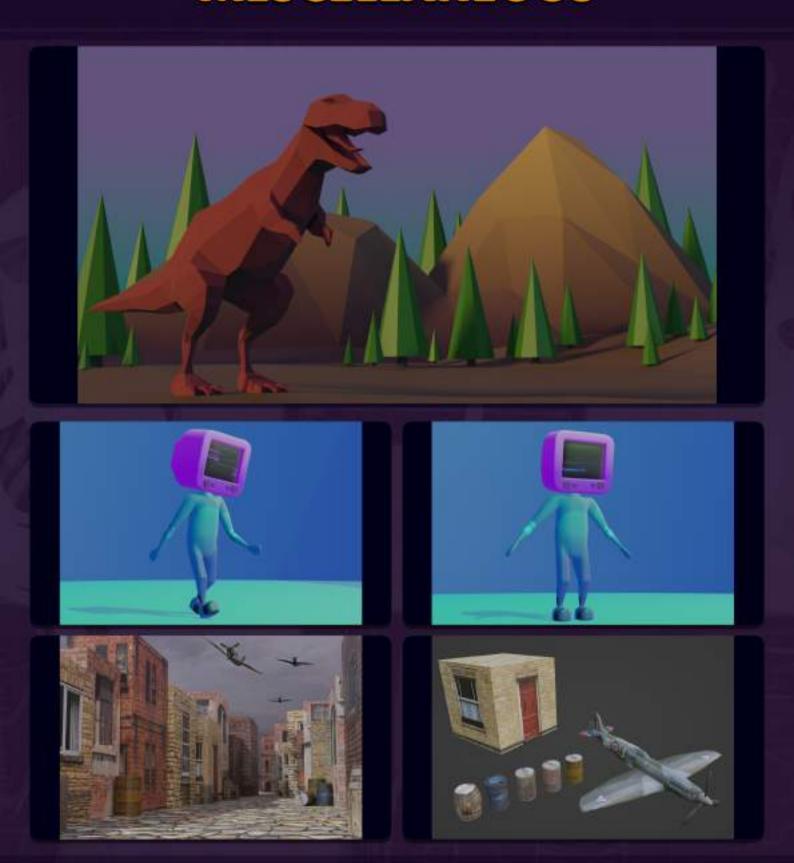
RETRO 3D DEMO



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

MISCELLANEOUS



I've been learning 3D modeling whenever I have spare time. I can do rigs and animation as well.

I've been also focusing on efficient topology.

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

Take a look at my CV by clicking

These were the highlights.

Check out the comprehensive portfolio on