

PARONI'S PORTFOLIO

2023

PANU NISKAKOSKI

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ABOUT ME

Panu Robert Niskakoski

**Game artist and a generalist with 4 years of
commercial game development**

Master of Science (IT)

■ 2D artist and animator

■ Music and SFX producer

■ 3D artist

■ Game programmer

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.

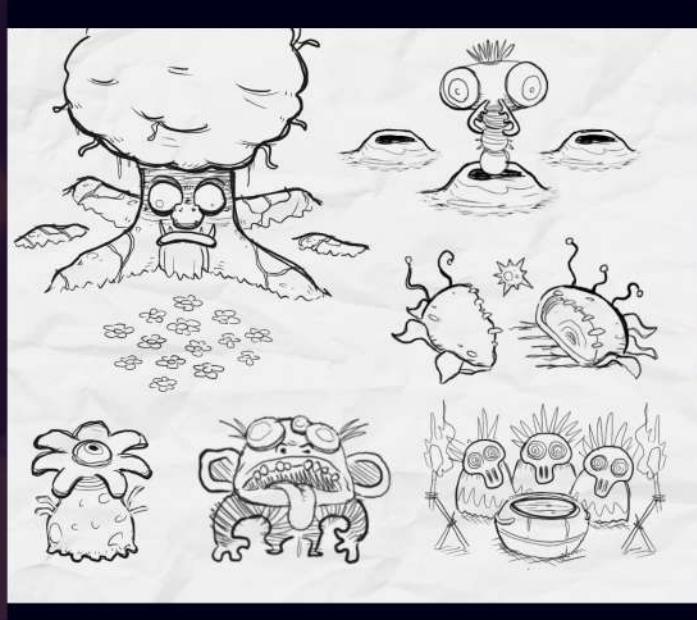
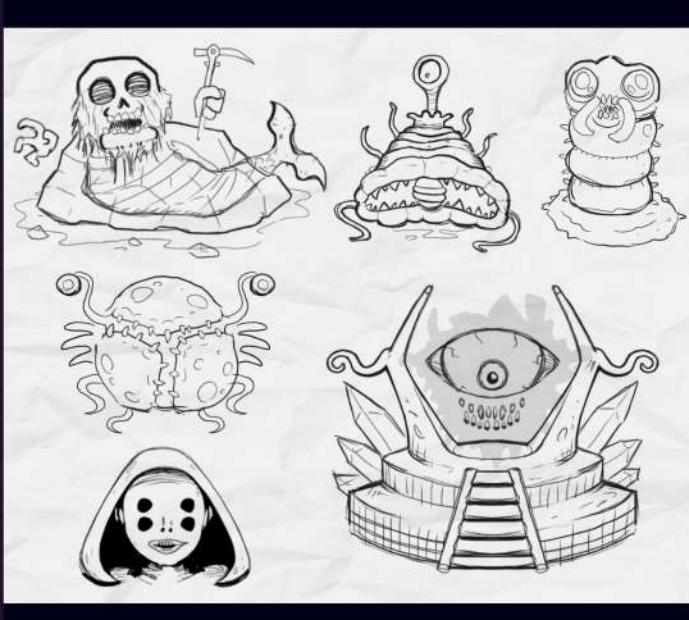
As the only artist in the project, I designed both concept art and actual game assets.

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.

PLAY WITH YOUR CAT!

2022–2023
LEAD DESIGNER

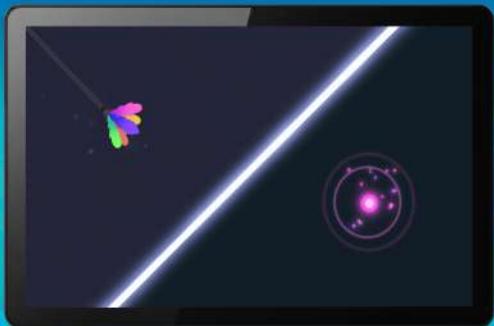
**FULLY REMOTE
COMPANY**

RELEASING SOON

PLAY WITH YOUR CAT!



GET READY FOR
INTERSPECIES FUN



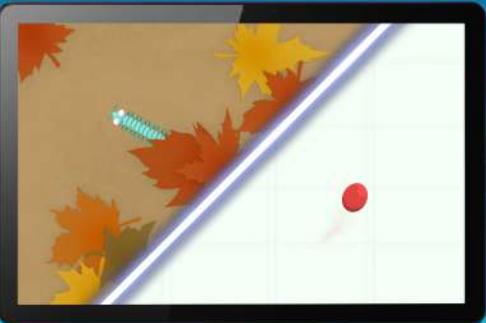
A VIRTUAL TOY BOX
FOR YOU AND YOUR CAT



PLAY WITH A CONTROLLER
OR USE AUTO PLAY



DESIGNED AND TESTED
WITH ACTUAL END USERS: CATS

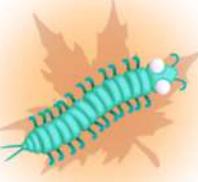
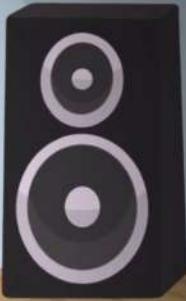


VARIETY OF PLAY MODES
FROM KITTENS TO SENIORS



TRY FREE TRIAL MODES
BASED ON A UNIVERSITY STUDY

DESIGN & ART



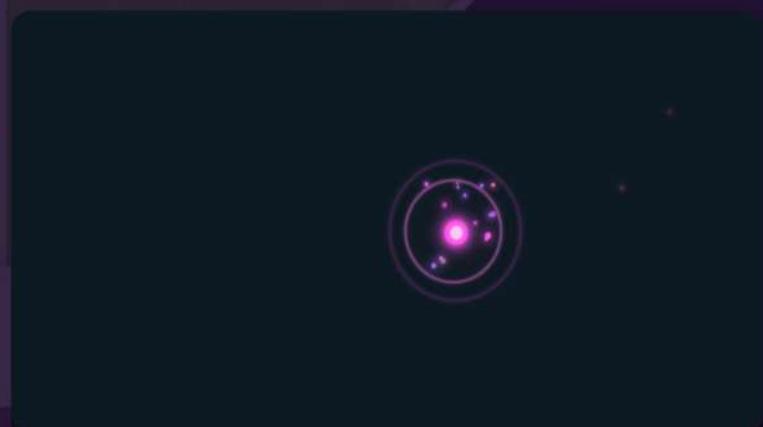
I am the CEO and co-founder of Herra Koira Company.

PWYC is build 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



HERRA KOIRA
COMPANY



PANU



LIISA



JARO



OLLI



BLANCA



TIIVI



CHOPPER



LULU



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.

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	1. Level
CULTIST	1. Level
CELESTIAL	1. Level

JUGGERNAUT

Heroic	Lv. 4
Lv. 8	
50	110
55	115
+4%	+4%
+8%	+8%



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

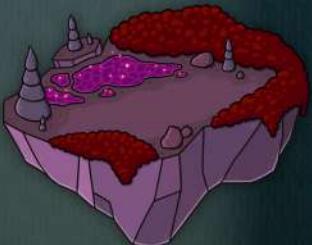


WORLD



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

[TO MY WEBSITE](#)

DOWNLOAD APK FROM MY WEBSITE!



KITTY
**COULDN'T
STOP!**
SOLO



SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

SPACE VAC

GRAPHICS, ANIMATION



CHICKEN MANAGER

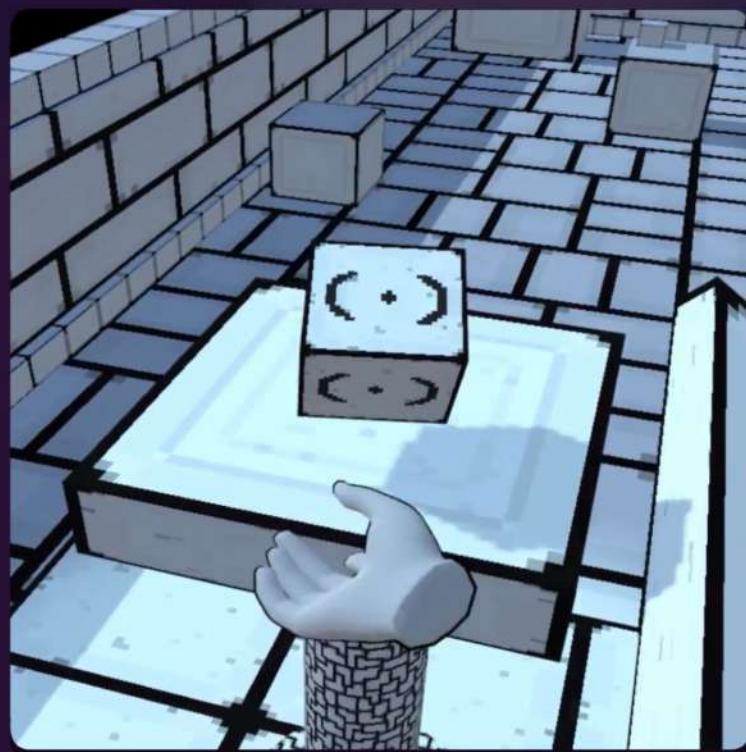
GRAPHICS, ANIMATION



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

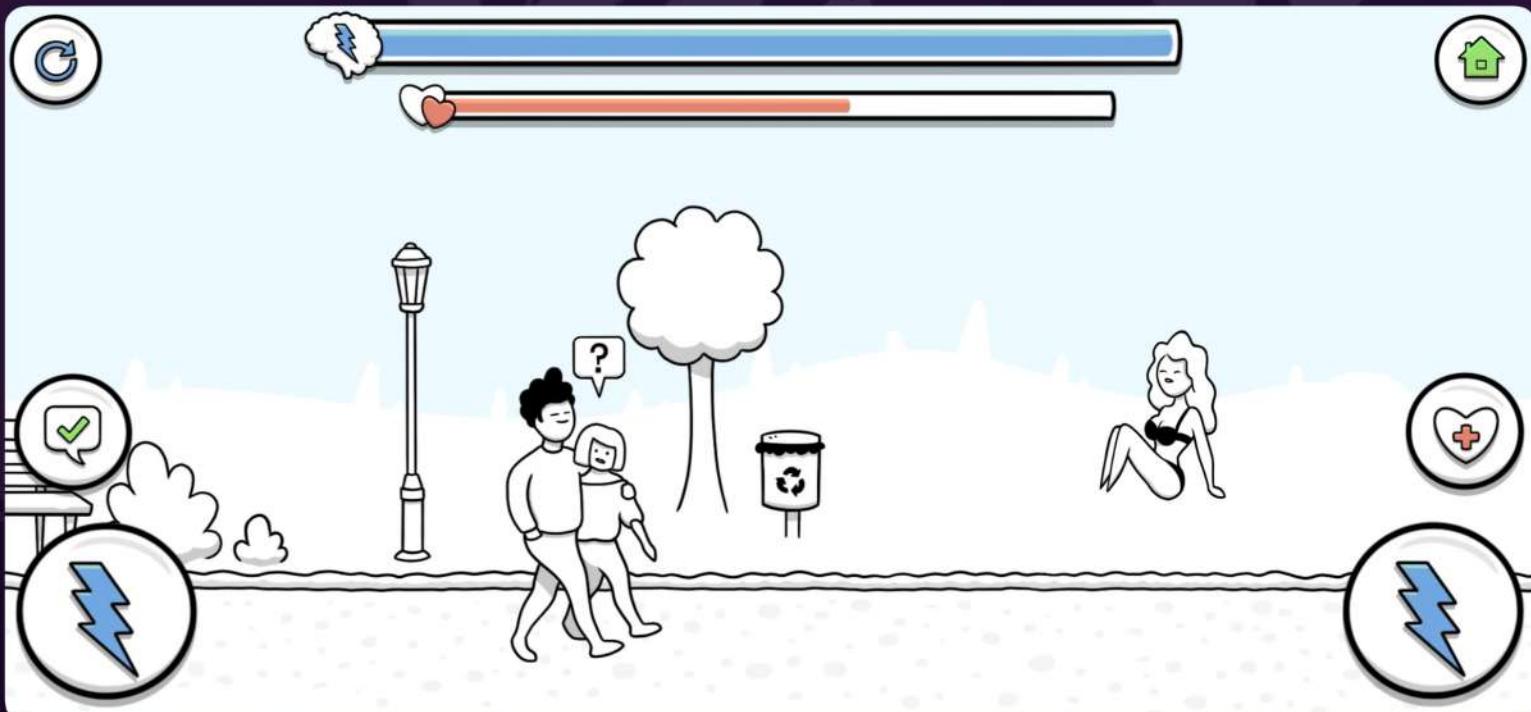
CUBE VR

SOLO



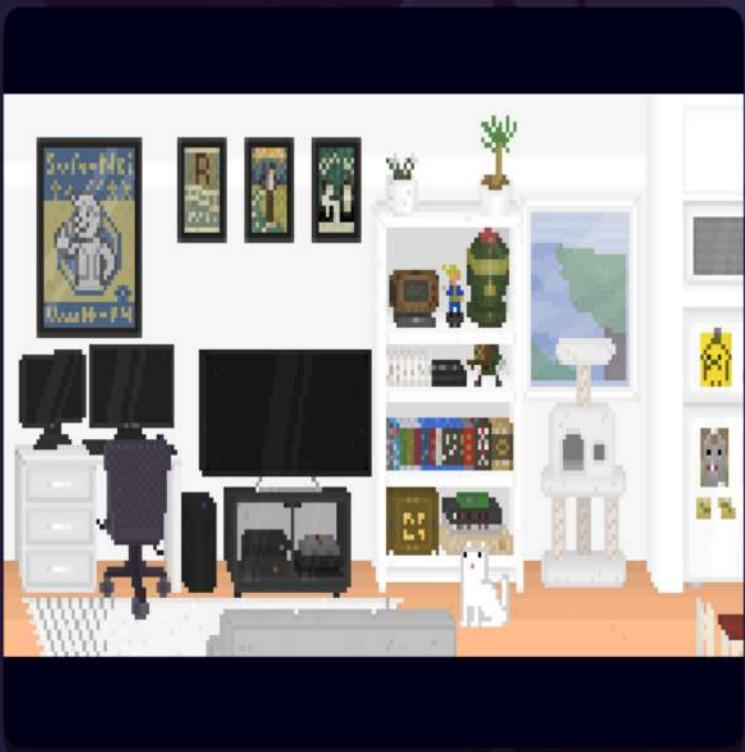
WALK IN THE PARK

SOLO

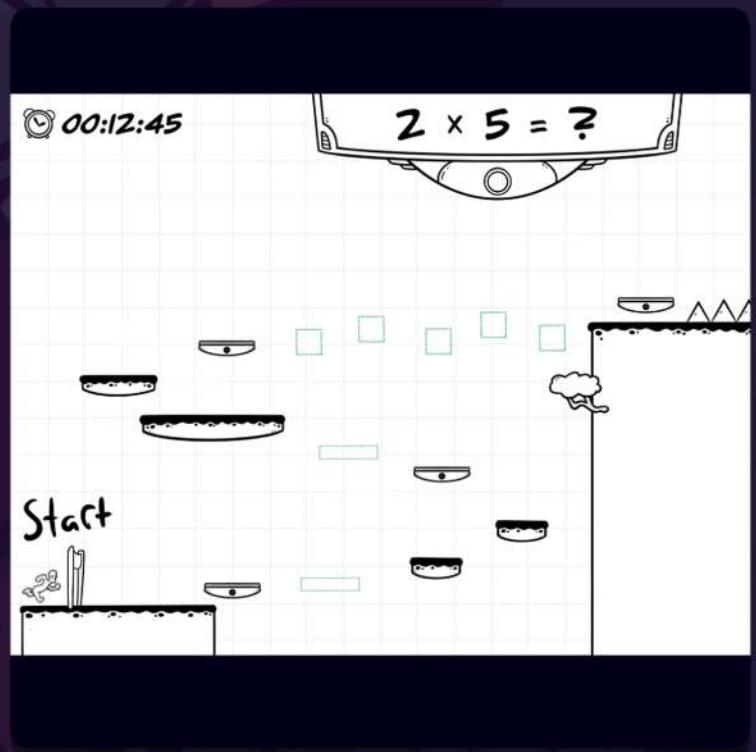


SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

BLANCA SIMULATOR SOLO



RUNNING MATH SOLO



THE DEV_OLUTION SOLO



ROAD TO SPACE PARTY SOLO



SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

MY ART

2018–2023

[TO MY WEBSITE](#)

ANIMATED FAMILY



I designed, rigged and animated these characters as an
2D rigging exercise. Check the demo video [HERE !](#)

These characters could fit for a turn based RPG maybe?

PRINTS



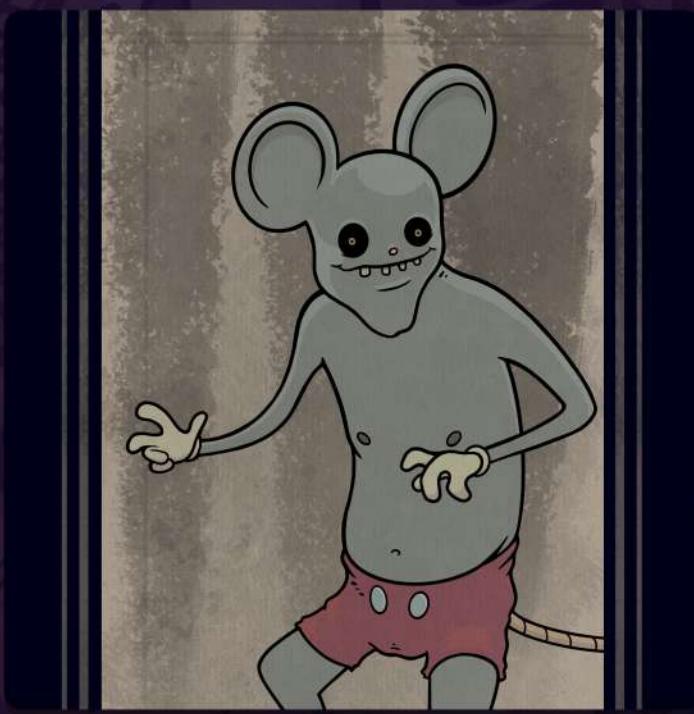
I like to try out different art styles.

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

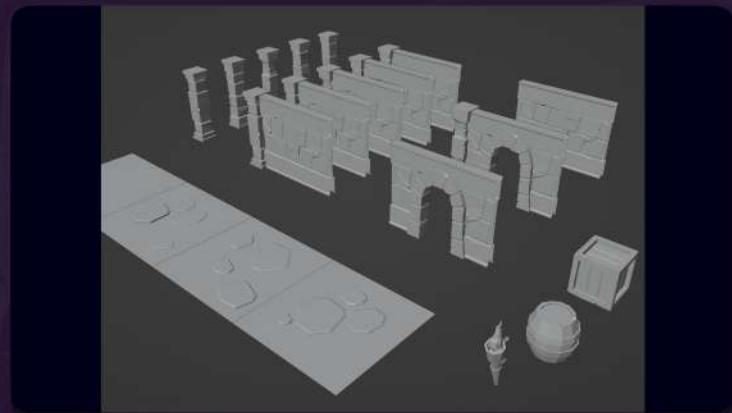


LOOK THAT GETS GIRLS^{THE}



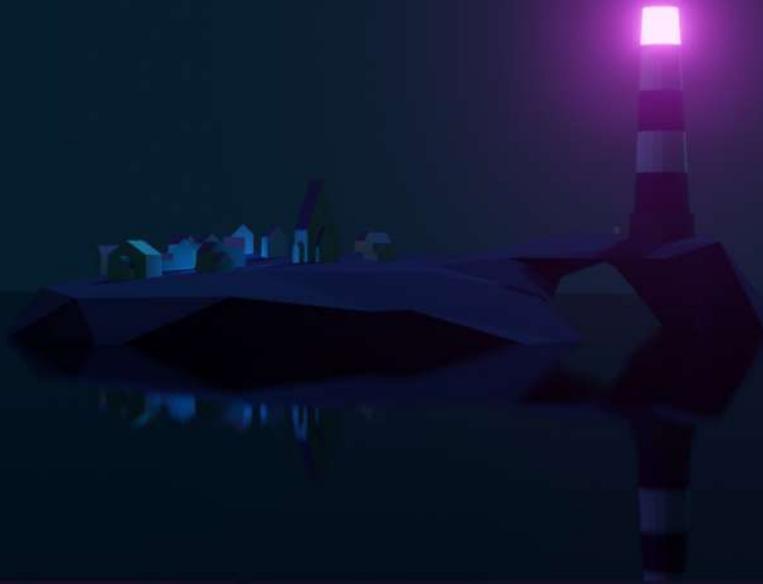


3D ART



I've been learning 3D modeling whenever I have spare time. All the art has been done in Blender.

I like more simple / low-poly 3D.



TO BE CONTINUED

CONTACT

paroni.does@gmail.com

Take a look at my CV by clicking HERE!

These were the highlights

Check out the comprehensive portfolio on my website!