

# PARONI'S PORTFOLIO

## 2023

PANU NISKAKOSKI

# INDEX

3 .....	Spirit Trials
10 .....	Play With Your Cat!
15 .....	Terramorphers
22 .....	Other Game Projects
27 .....	My Art
33 .....	Contact

## 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.**

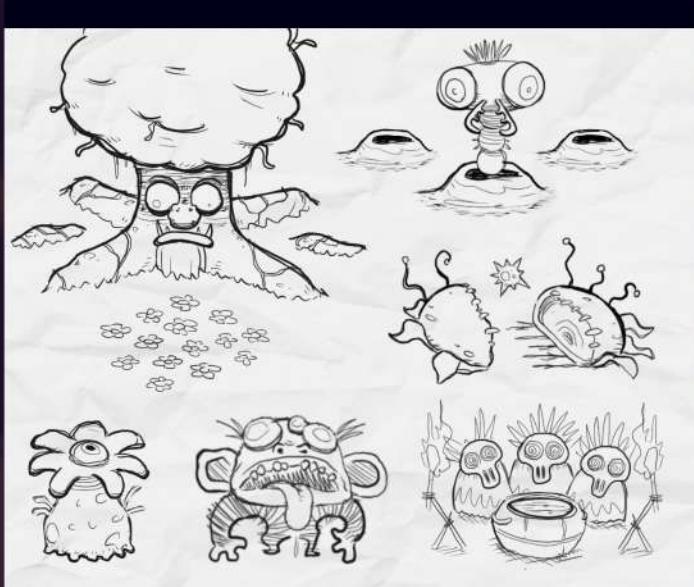
**As the only artist in the project, I produced both the concept art and the actual game assets.**

# 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.**

# PLAY WITH YOUR CAT!

2022–2023  
**LEAD DESIGNER**

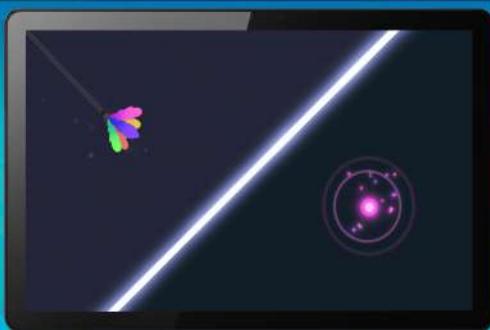
**FULLY REMOTE  
COMPANY**

**RELEASING SOON**

# PLAY WITH YOUR CAT!



GET READY FOR  
INTERSPECIES FUN



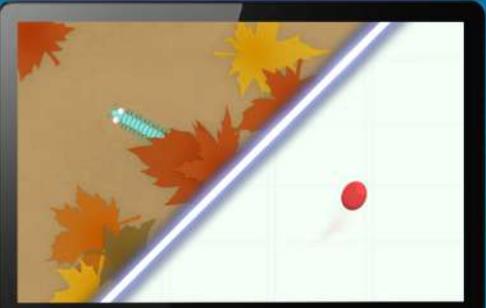
A VIRTUAL TOY BOX  
FOR YOU AND YOUR CAT



PLAY WITH A CONTROLLER  
OR USE AUTO PLAY



DESIGNED AND TESTED  
WITH ACTUAL END USERS: CATS

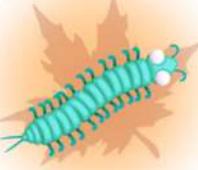


VARIETY OF PLAY MODES  
(FROM KITTENS TO SENIORS)



TRY FREE TRIAL MODES  
BASED ON A UNIVERSITY STUDY

# DESIGN & ART



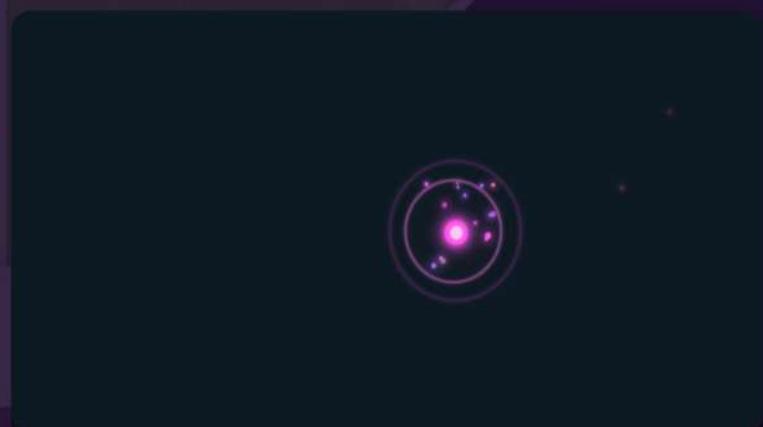
I am the CEO and co-founder of Herra Koira Company.

PWYC is 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



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
CULTIST	1. Level	Celestial



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**



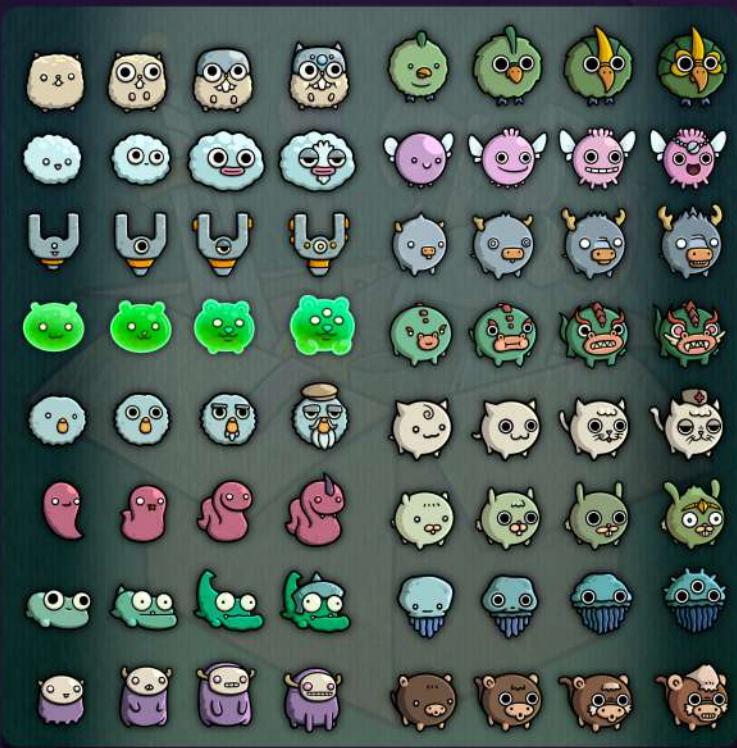
**TERRAMORPHERS**



**TERRAMORPHERS**

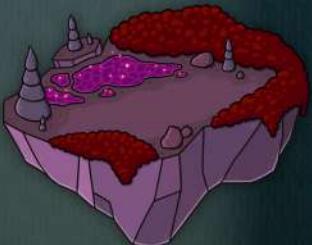


# WORLD



**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

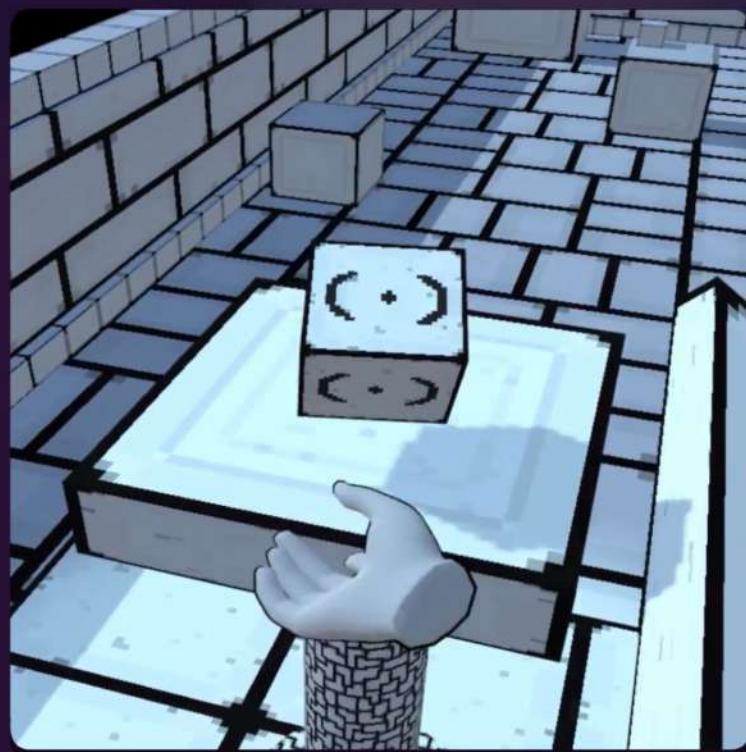
GRAPHICS, ANIMATION



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

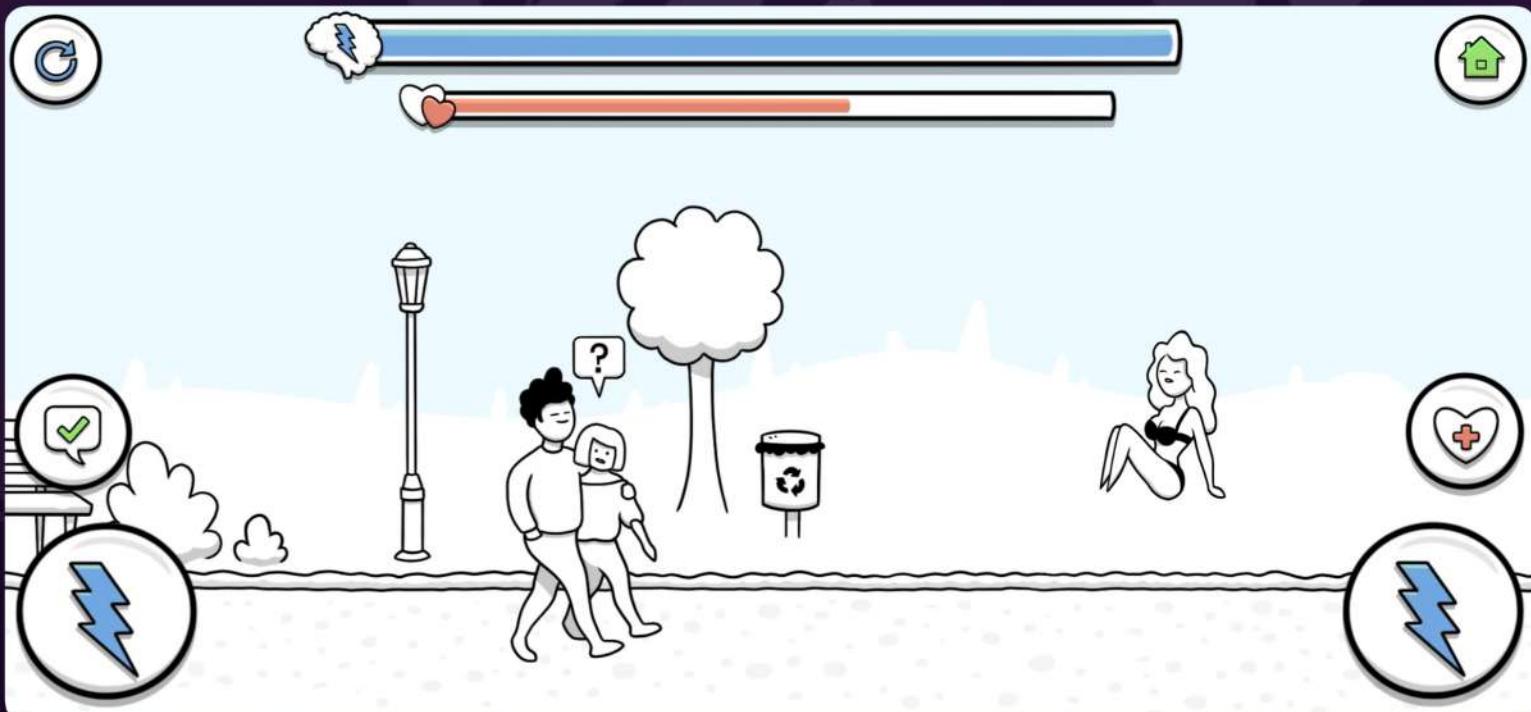
# CUBE VR

## SOLO



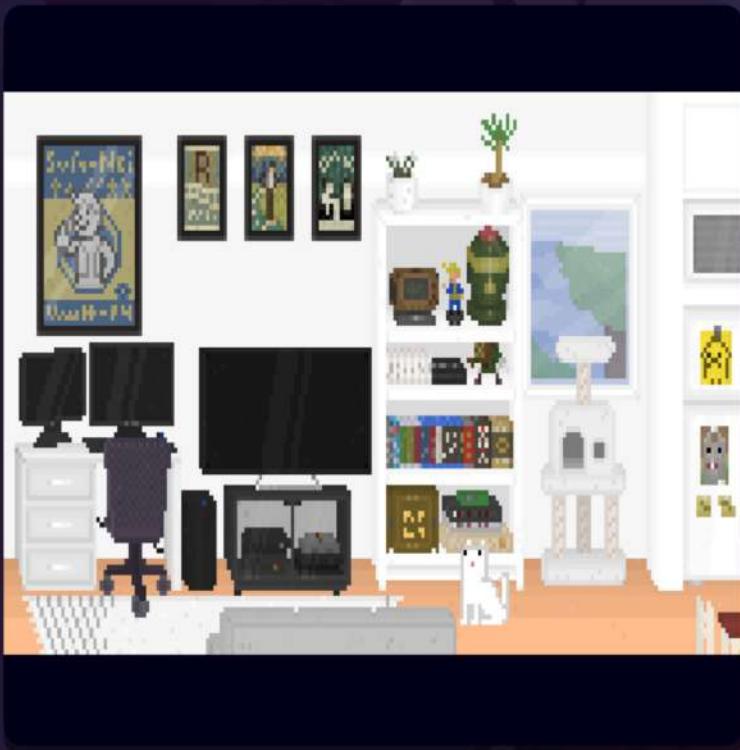
# WALK IN THE PARK

## SOLO

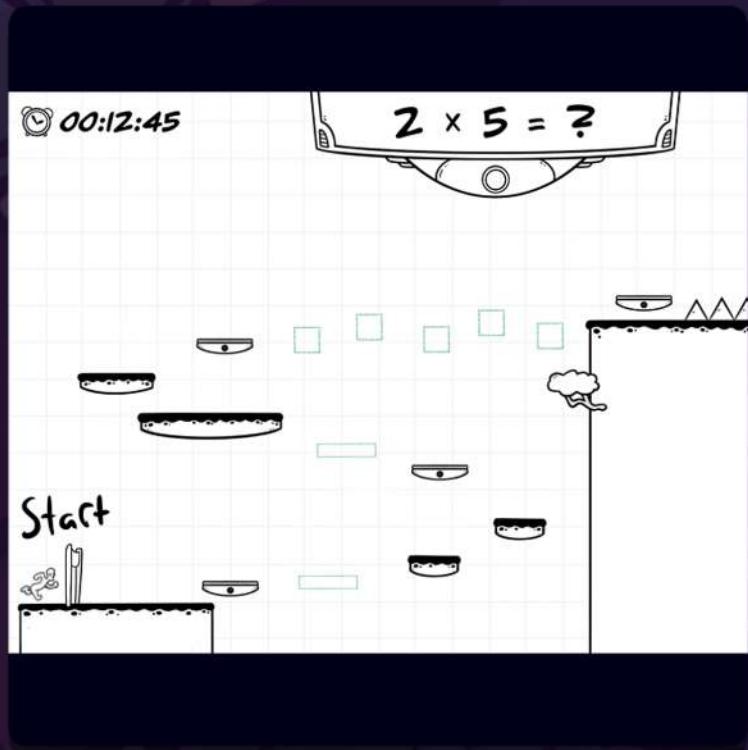


**SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO**

# 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



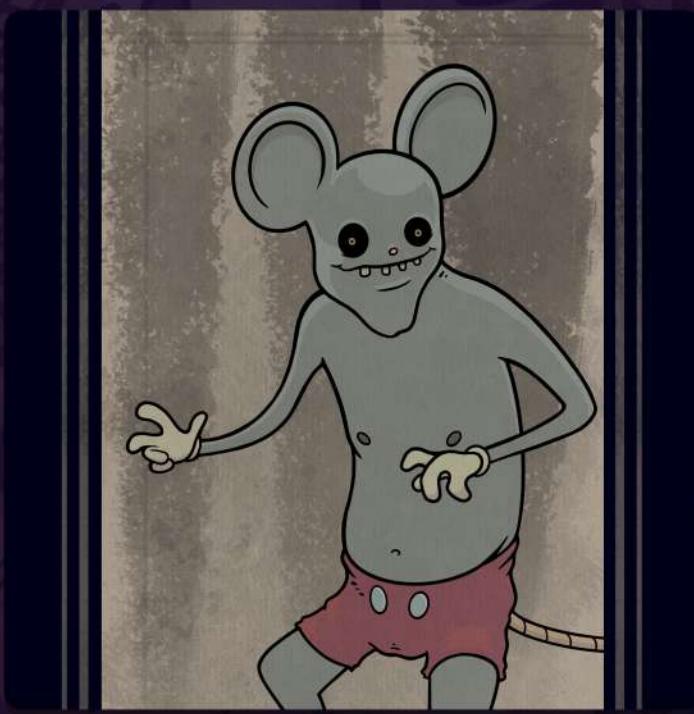
**I like to try out different art styles.**

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

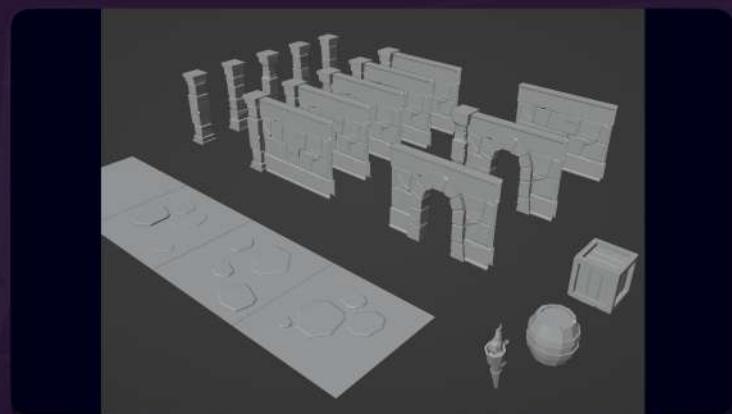


LOOK THAT GETS GIRLS<sup>THE</sup>





# 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**