

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.

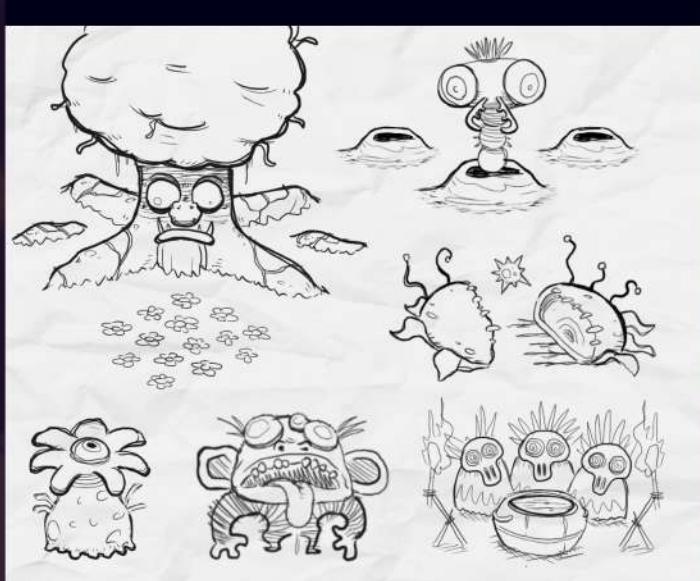
As the only artist in the project, I produced both the concept art and the actual game assets.

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.

PLAY WITH YOUR CAT!

2022–2023
LEAD DESIGNER

**FULLY REMOTE
COMPANY**

PLAY WITH YOUR CAT!



GET READY FOR
INTERSPECIES FUN



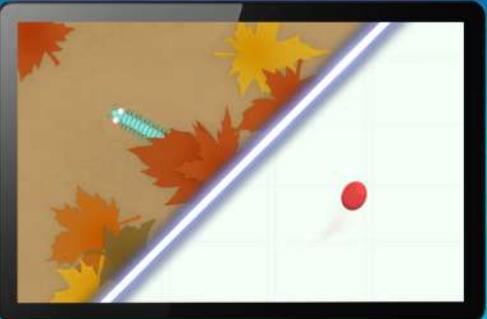
A VIRTUAL TOY BOX
FOR YOU AND YOUR CAT



PLAY WITH A CONTROLLER
OR USE AUTO PLAY



DESIGNED AND TESTED
WITH ACTUAL END USERS: CATS

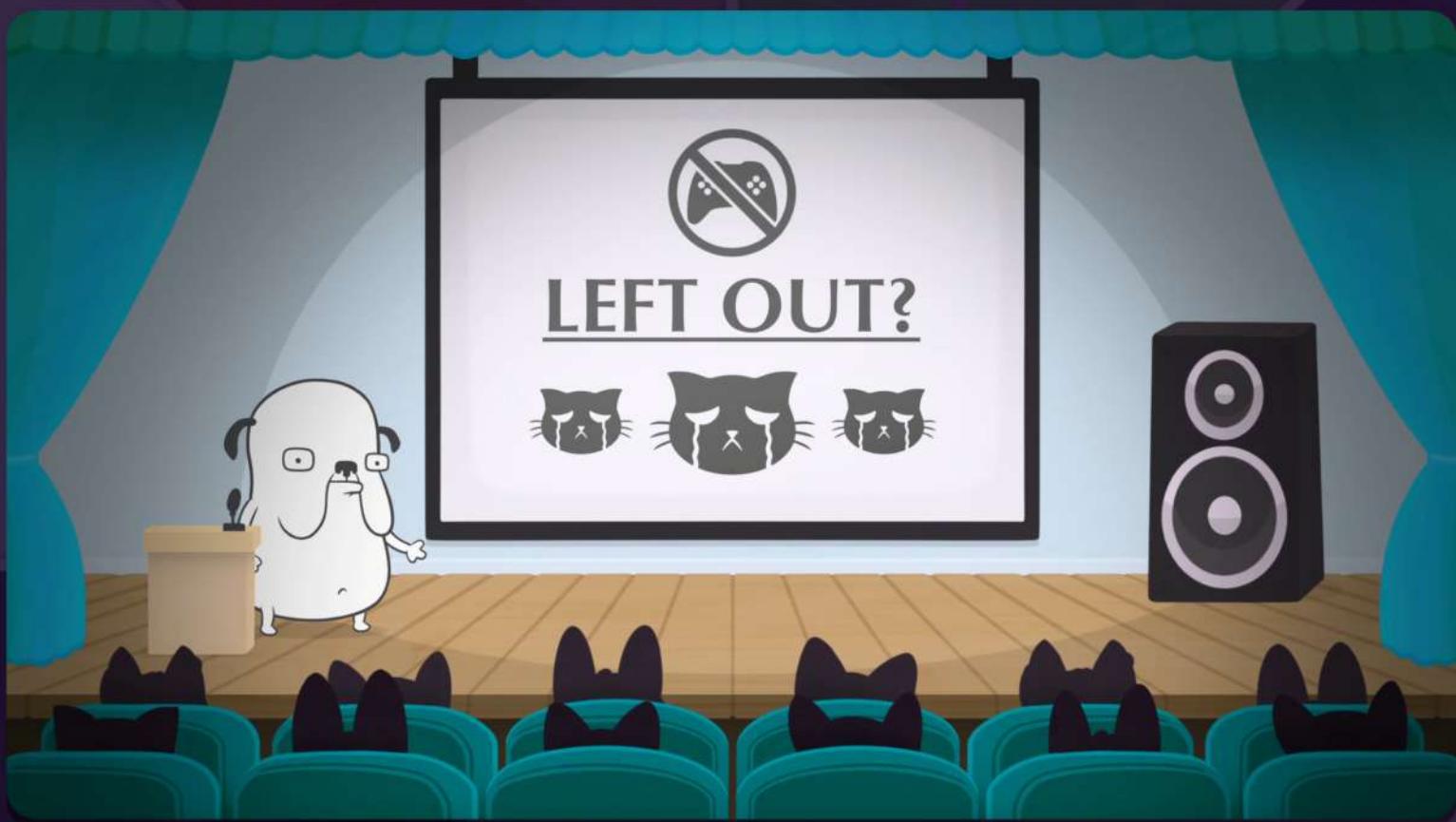


VARIETY OF PLAY MODES
(FROM KITTENS TO SENIORS)



TRY FREE TRIAL MODES
BASED ON A UNIVERSITY STUDY

DESIGN & ART



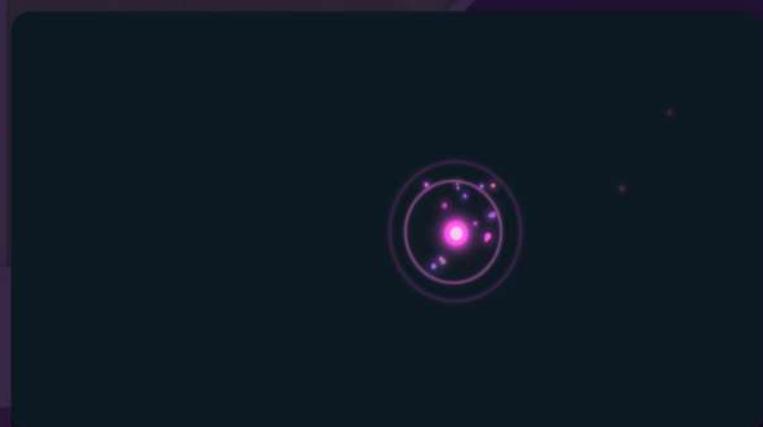
I am the CEO and co-founder of Herra Koira Company.

PWYC is built on my masters thesis' research artefact.

Check out the trailer for the app by clicking !

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

TERRAMORPHERS



EPIC ADVENTURE!
WITH BOSSSES AND LOOT

FIND NEW GEAR!
CUSTOMIZE WITH ORBS

RAISE YOUR PETS!
LEVEL UP TO EVOLVE



Select



EPIC ADVENTURE!
WITH BOSSSES AND LOOT

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

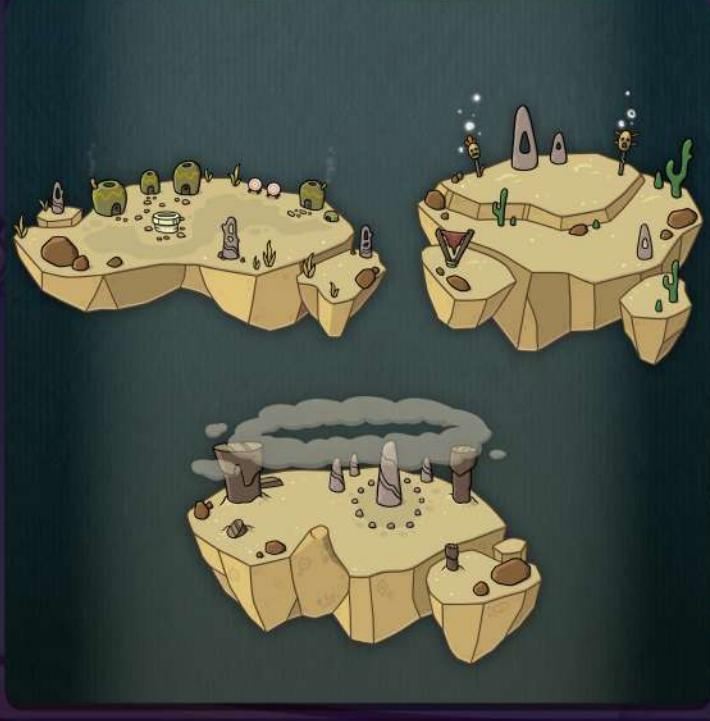


WORLD



Variety of different regions and arenas.

36 pets with evolutions.



MISCELLANEOUS

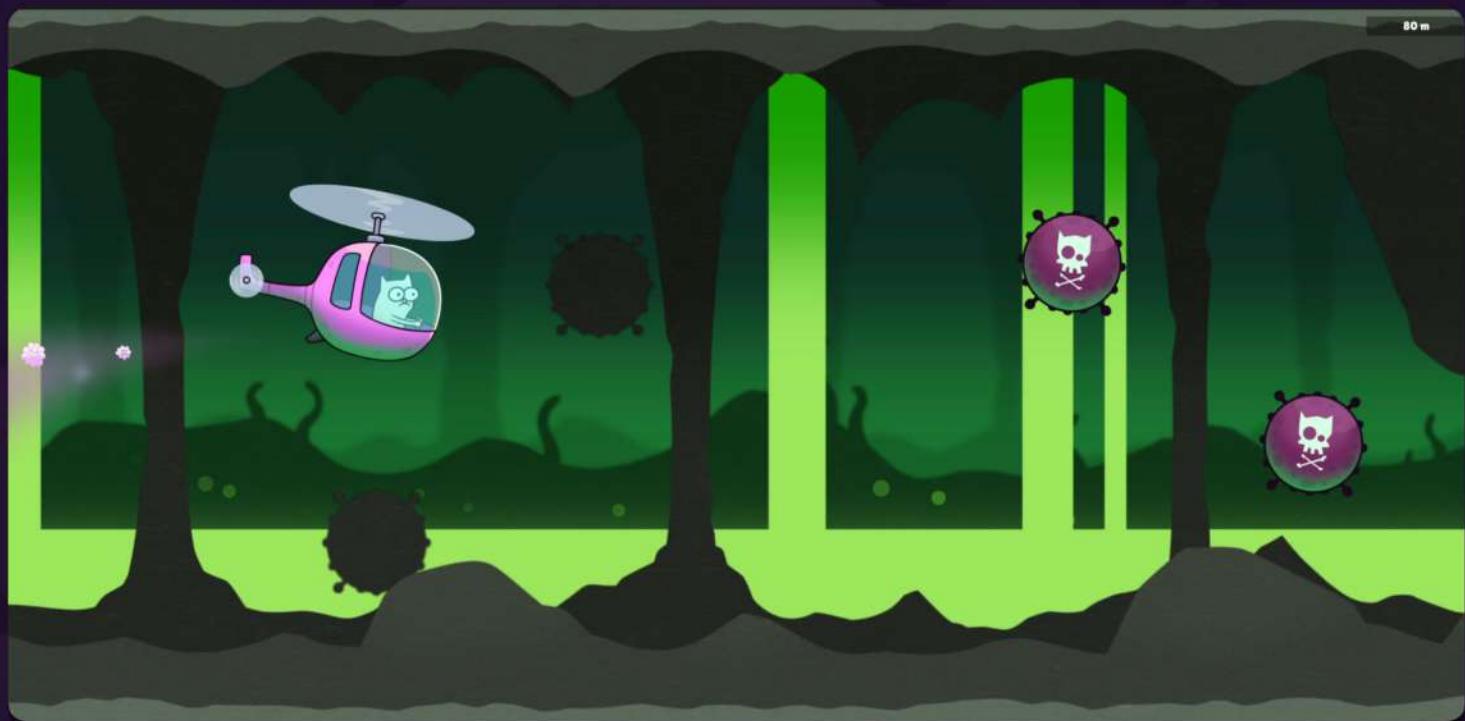


Did most of the UI elements.

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

OTHER
**GAME
PROJECTS**
2019–2022

DOWNLOAD APK FROM MY WEBSITE!



KITTY
**COULDN'T
STOP!**
SOLO



SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

SPACE VAC

GRAPHICS, ANIMATION



CHICKEN MANAGER

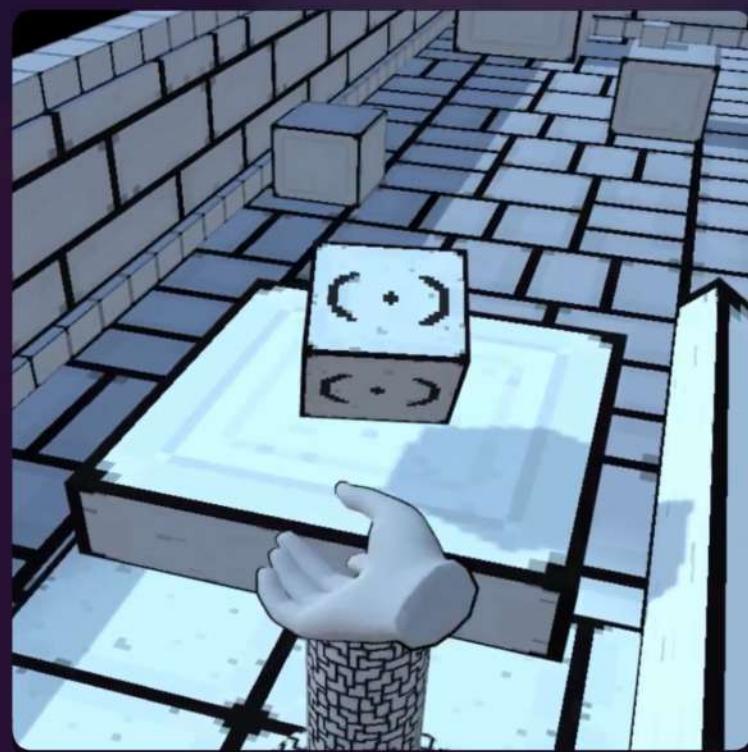
GRAPHICS, ANIMATION



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

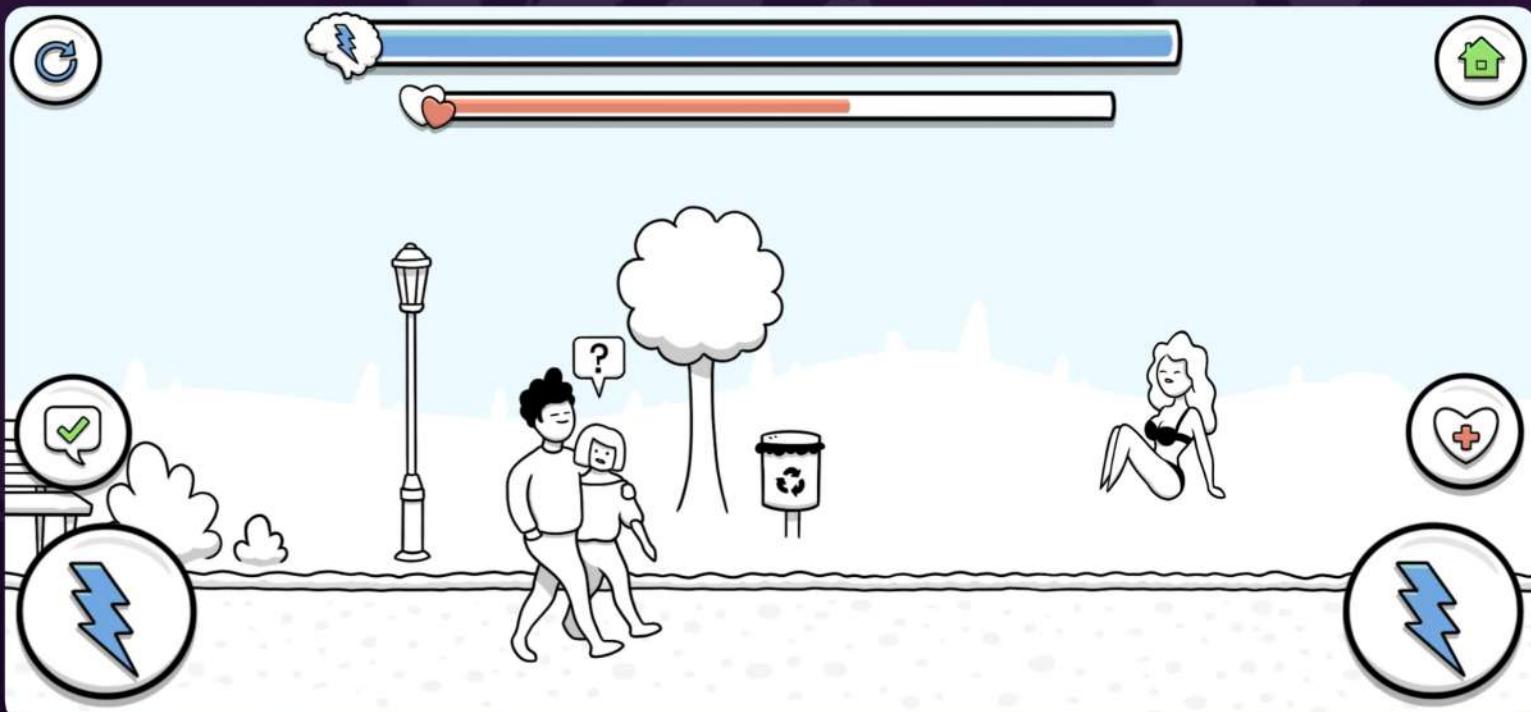
CUBE VR

SOLO



WALK IN THE PARK

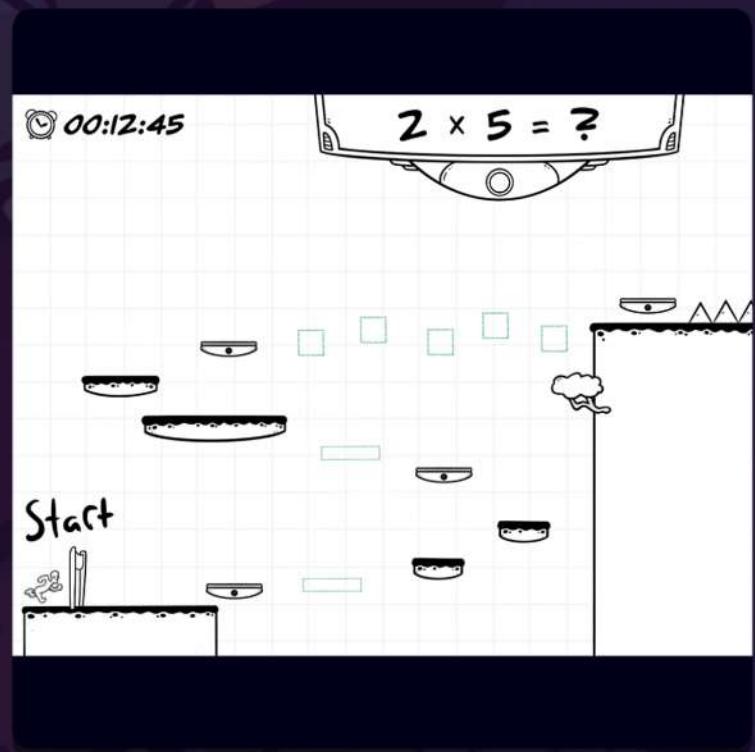
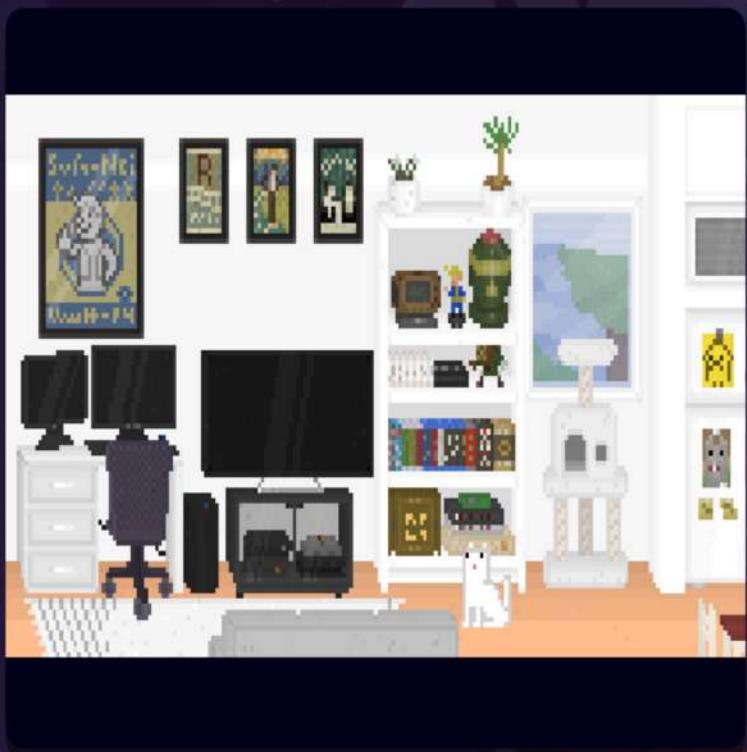
SOLO



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

2D ART

2018–2023

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^{THE}





3D ART

2023

RETRO 3D DEMO

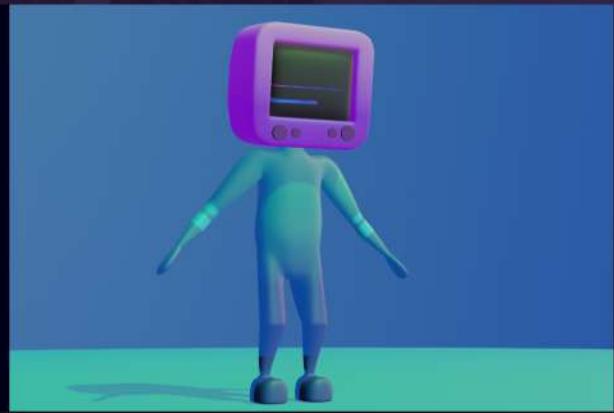


I spent about two weeks of my evenings to learn retro styled 3D art. I really liked the end result!

Check out the demo video

!

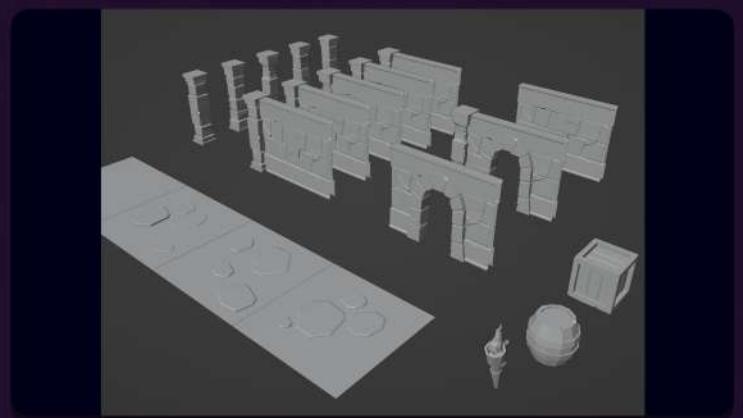
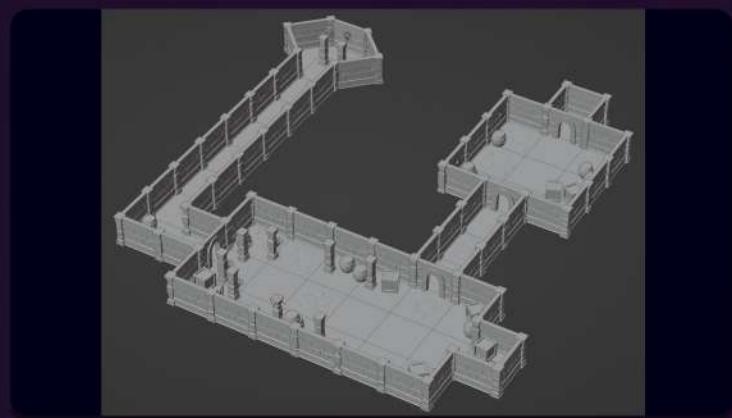
MISCELLANEOUS



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