PARONI'S PORTFOLIO

2023

PANU NISKAKOSKI

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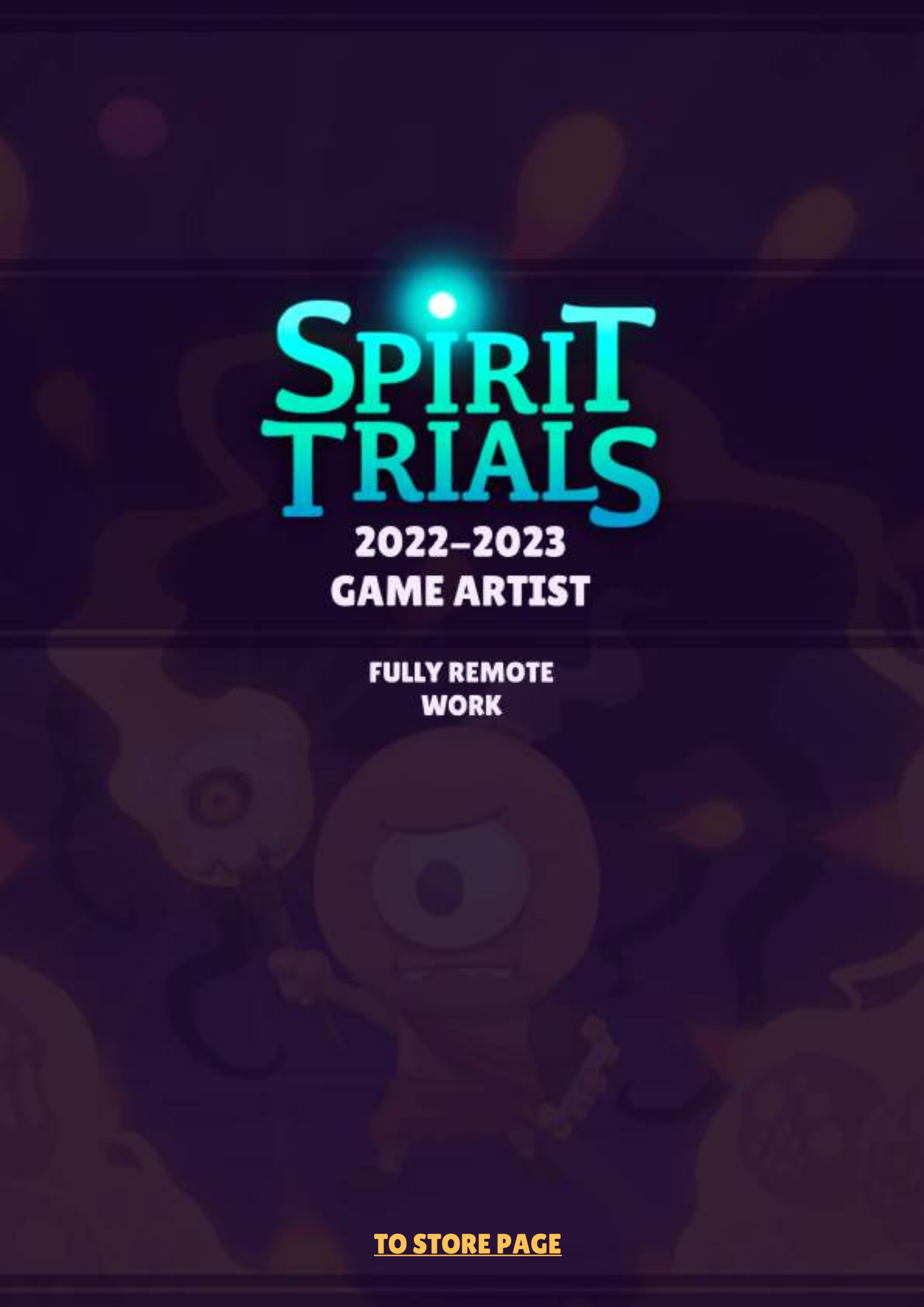
ABOUT ME

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

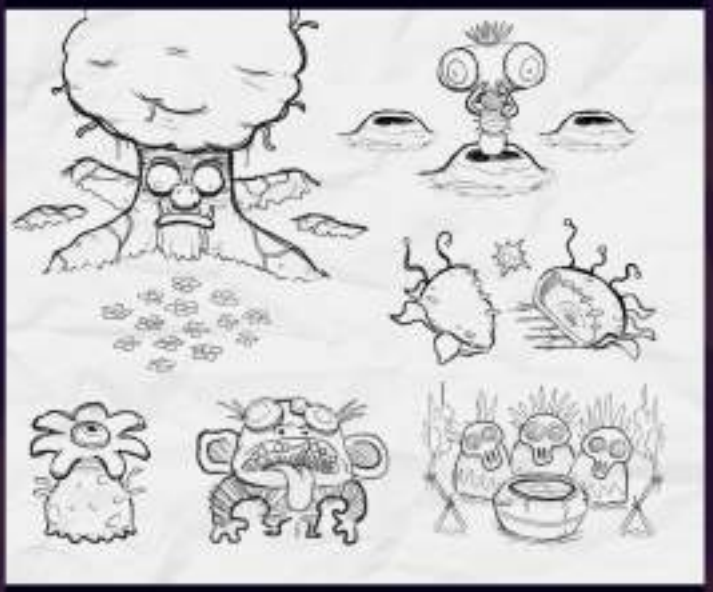
I worked as a part time game artist + generalist while finishing my masters thesis.

As the only artist in the project, I 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

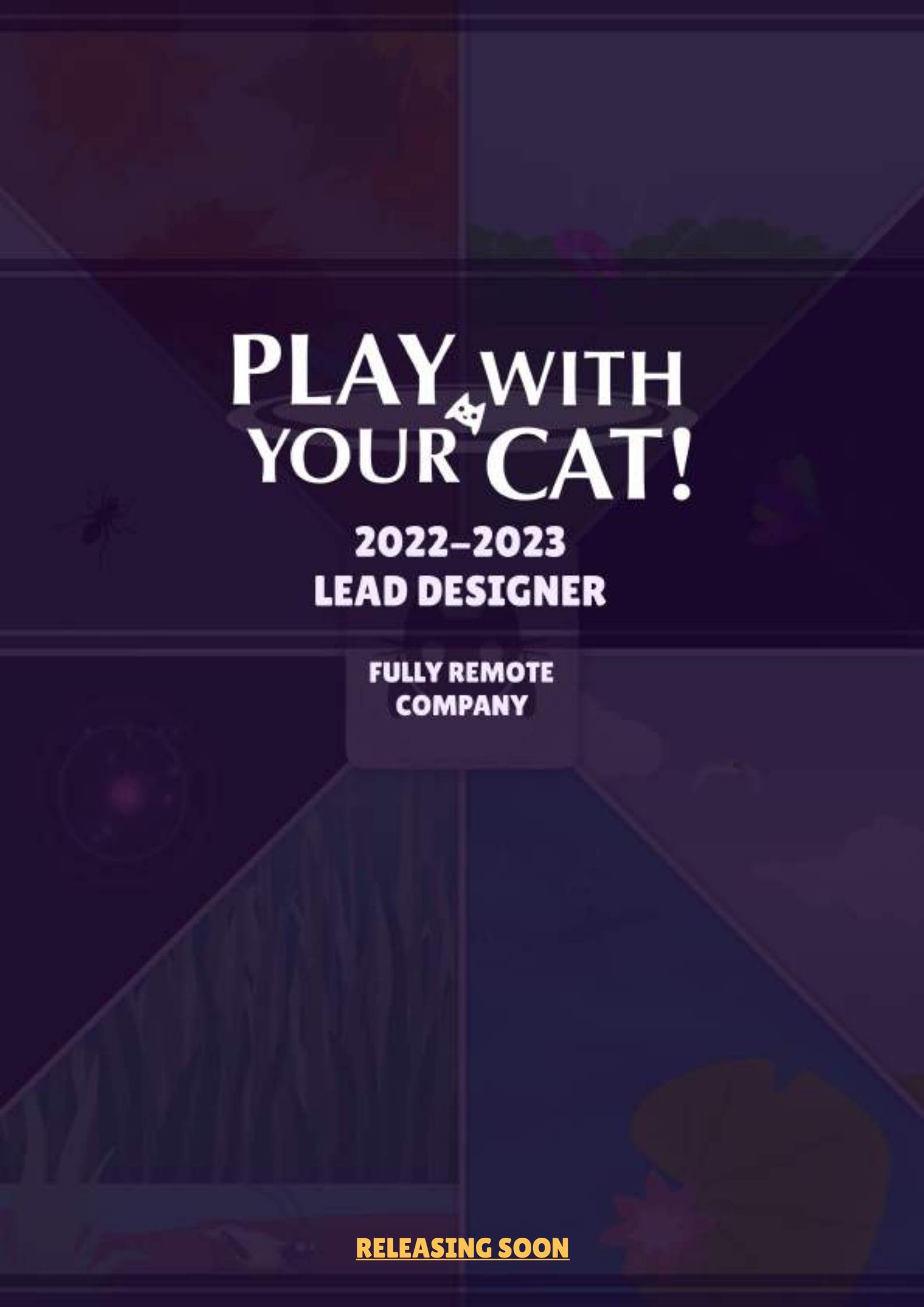
Learned how to make tilemaps.

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

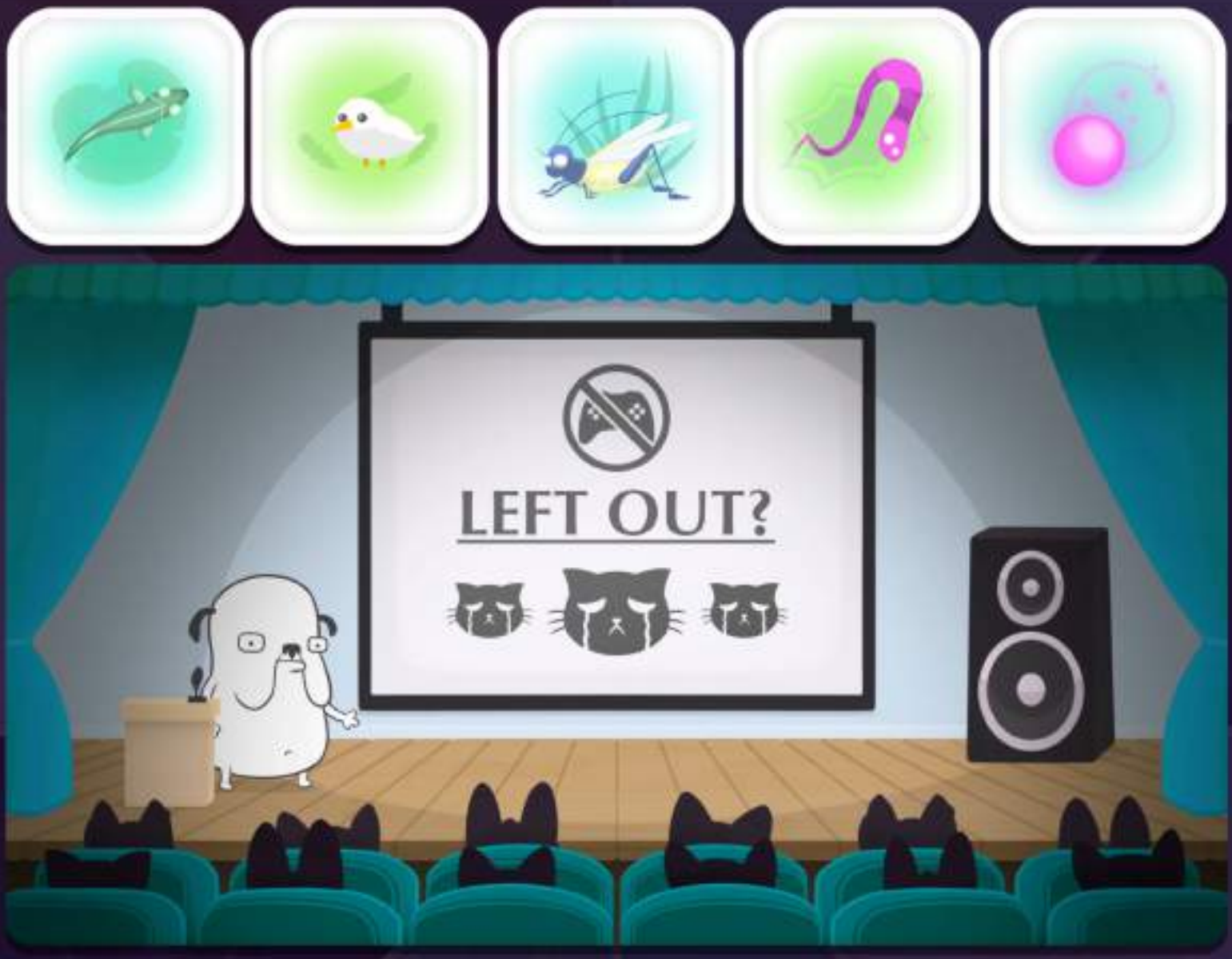
PLAY WITH A CONTROLLER
OR USE AUTO PLAY

DESIGNED AND TESTED
WITH ACTUAL END USERS: CATS

VARIETY OF PLAY MODES
(FORM 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

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 BOSSES AND LOOT

FIND NEW GEAR!
CUSTOMIZE WITH ORBS
EQUIPMENT

RAISE YOUR PETS!
LEVEL UP TO EVOLVE
LUNA
WAL
DAGON
TICRA
+50
+50%
Level Up
Select

EPIC ADVENTURE!
WITH BOSSES AND LOOT

JUGGERNAUT
COMPANION SYSTEM
VENTURE WITH BUDDIES!

MULTIPLE GAME MODES
LIKE NEW DRAFT MODE

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.

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.

TO MY WEBSITE

DOWNLOAD APK FROM MY WEBSITE!

KITTY COULDN'T STOP!

SOLO

SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

SPACE VAC

GRAPHICS, ANIMATION

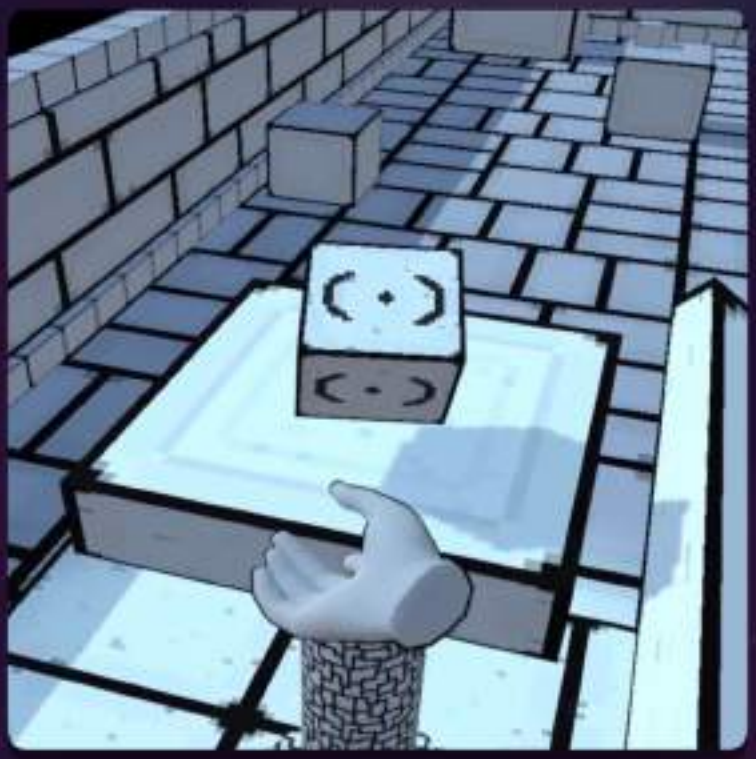
CHICKEN MANAGER

GRAPHICS, ANIMATION

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

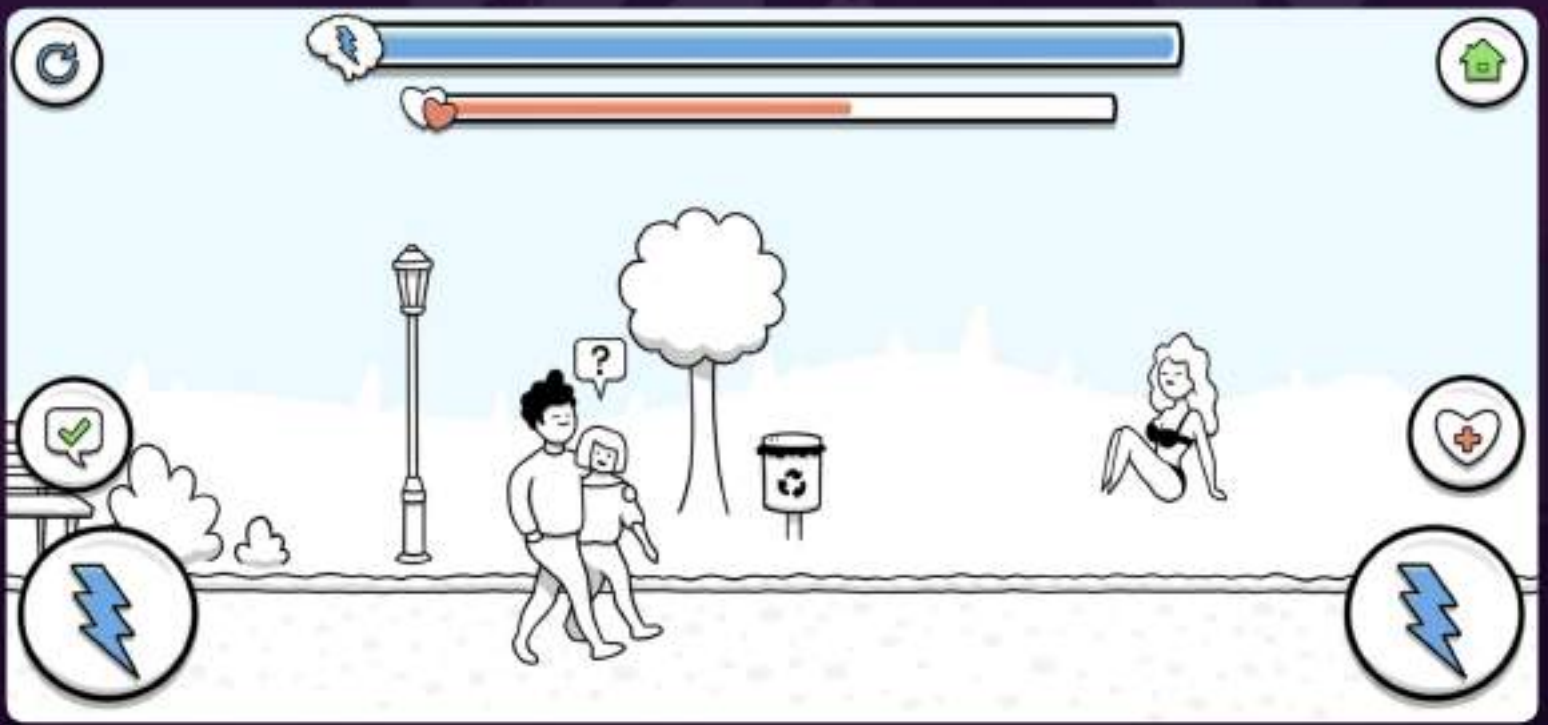
CUBE VR

SOLO



WALK IN THE PARK

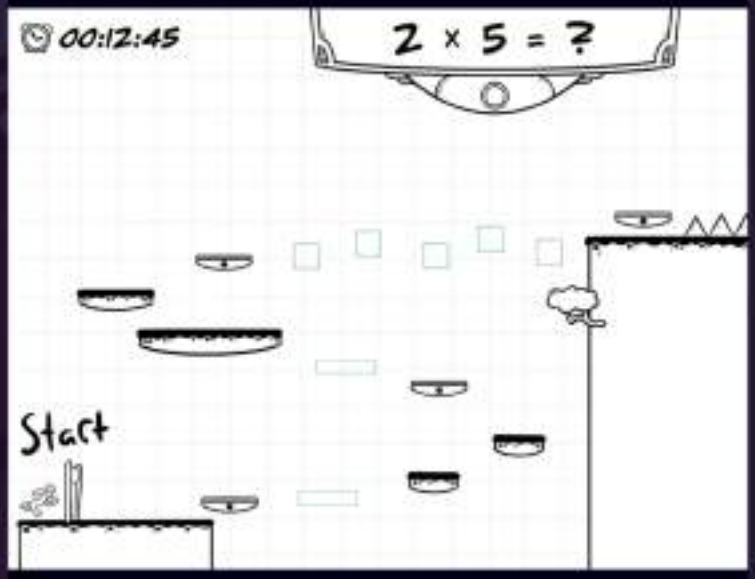
SOLO



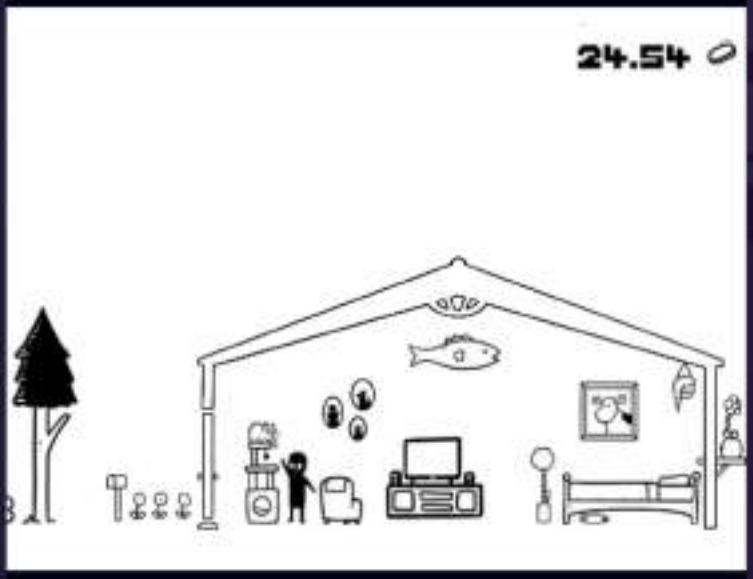
SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

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?

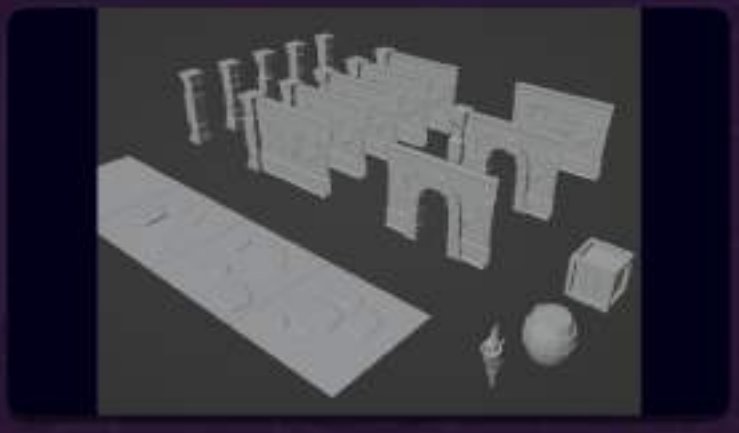
PRINTS

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 THE GIRLS

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