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

















MEET CURIOUS STRANGERS

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.

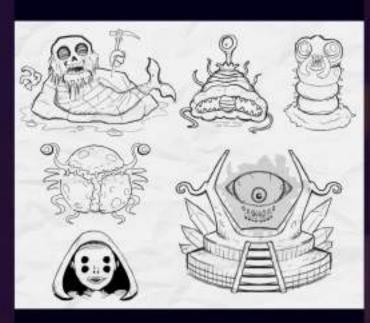
BOSSES AND ENEMIES

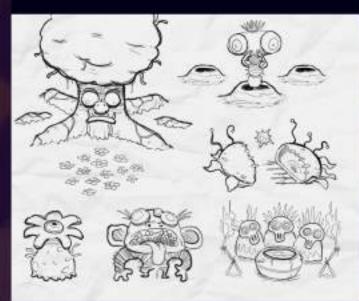


36 boss designs.
Voiced and produced all character and boss dialogue (+ screeches).













ENVIRONMENT





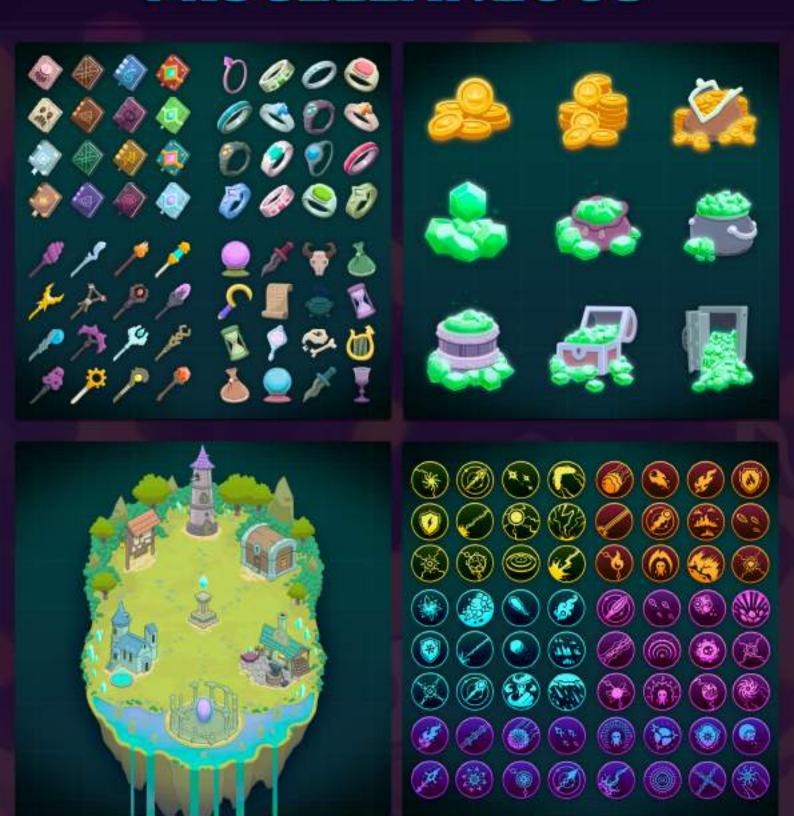




Learned how to make tilemaps.

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

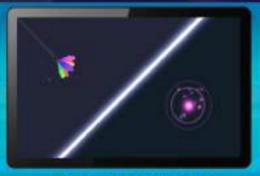
FULLY REMOTE COMPANY

RELEASING SOON





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

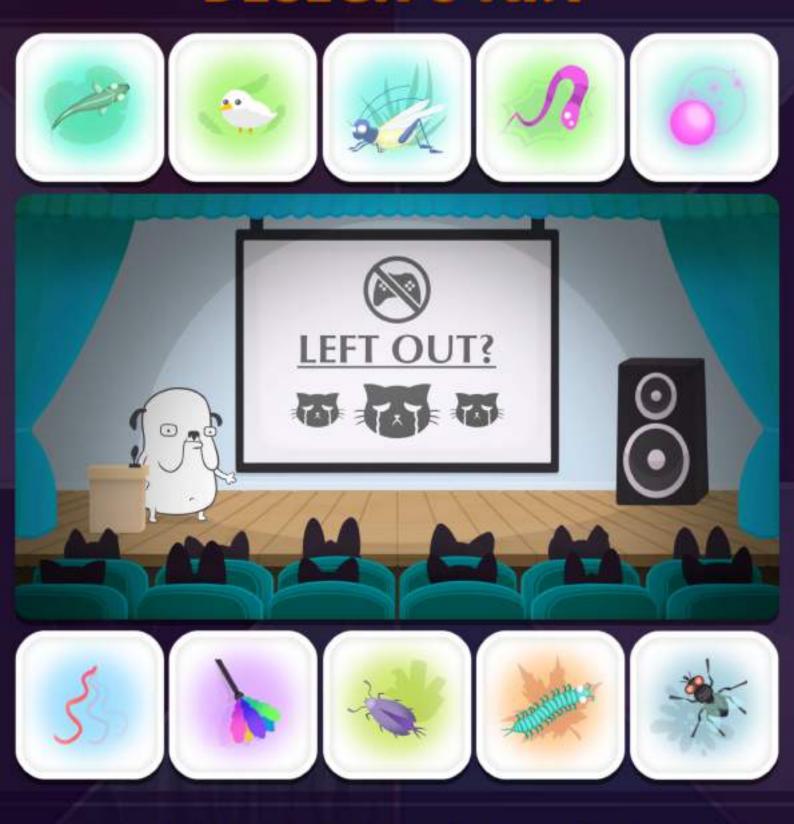


VARIETY OF PLAY MODES (FORM KITTENS TO SENIORS)



TRY FREE TRIAL MODES
BASED ON A UNIVERSITY STUDY

DESIGN & ART



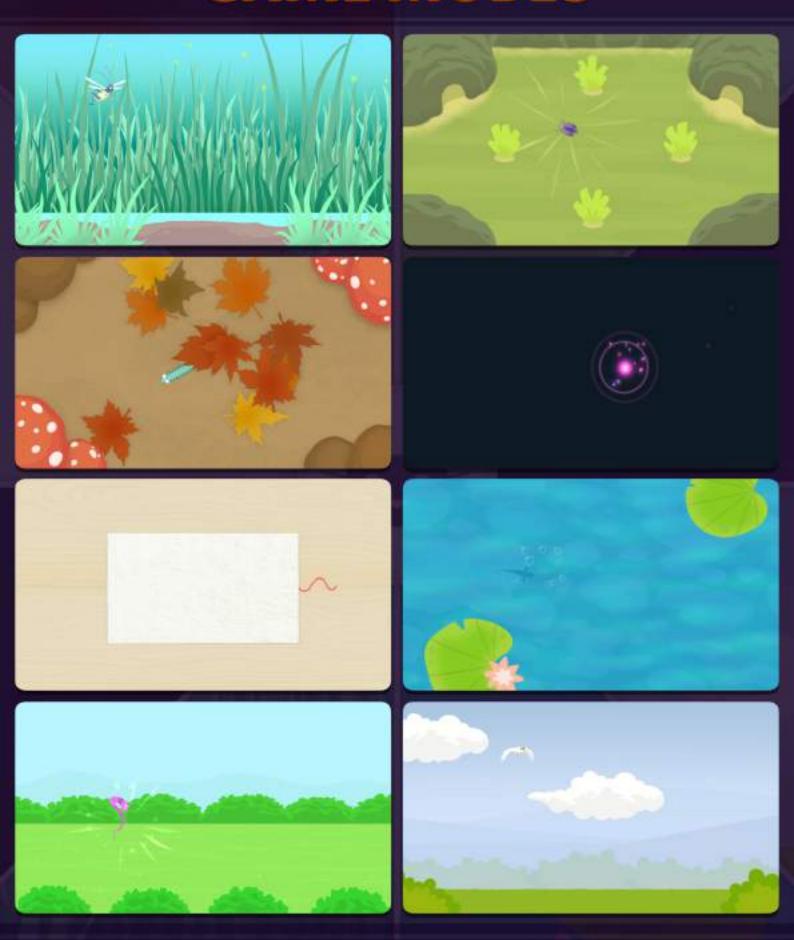
I am the CEO and co-founder of Herra Koira Company.

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















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

TO MY WEBSITE

DOWNLOAD APK FROM MY WEBSITE!



COULDN'T STOP!



SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

SPACE VAC GRAPHICS, ANIMATION





CHICKEN MANAGER

GRAPHICS, ANIMATION

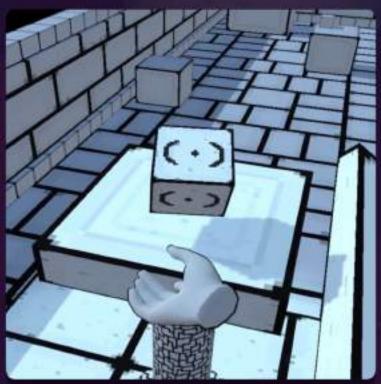




CM WAS MY FIRST GAME JAM. PROTO WAS MADE IN 48 H

CUBE VR



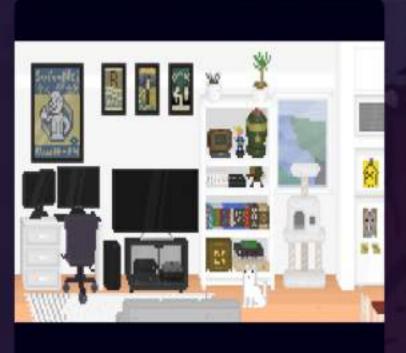


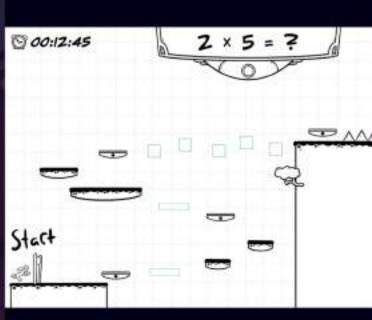
WALK IN THE PARK



SOLO = GRAPHICS, ANIMATION, PROGRAMMING & AUDIO

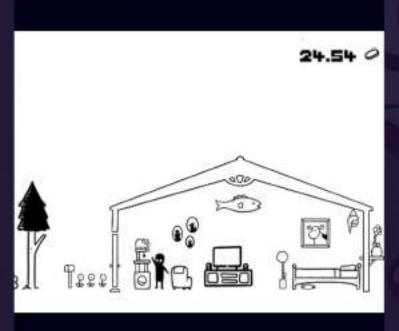
BLANCA SIMULATOR SOLO RUNNING MATH SOLO





THE 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 **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.

















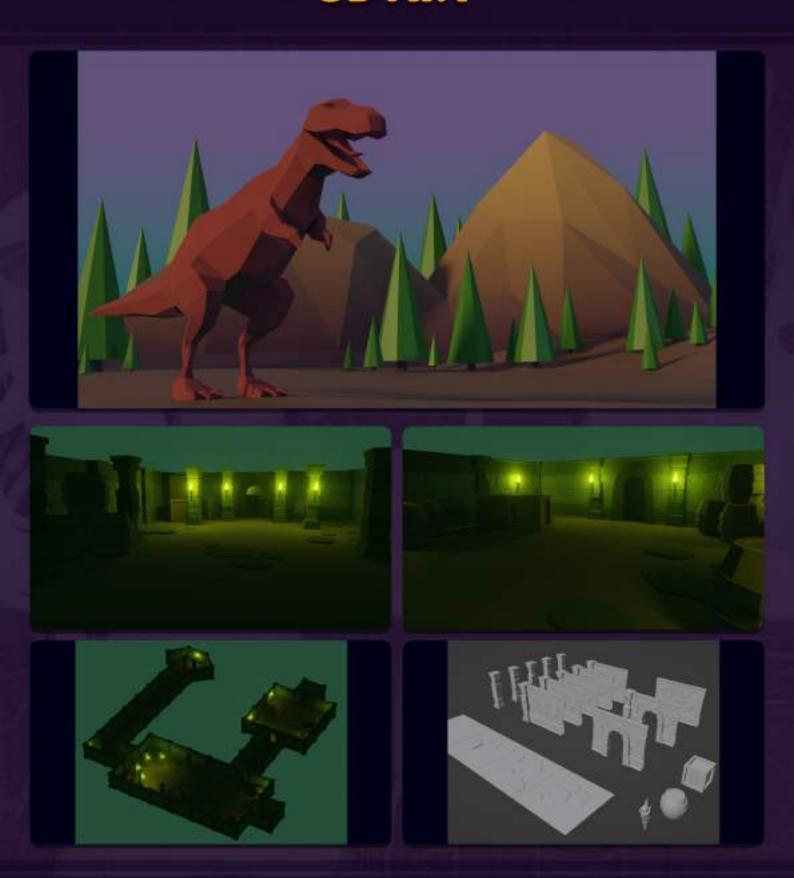








3D ART



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

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Take a look at my CV by clicking **HERE!**

These were the highlights.

Check out the comprehensive portfolio on

MY WEBSITE