# 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

**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.

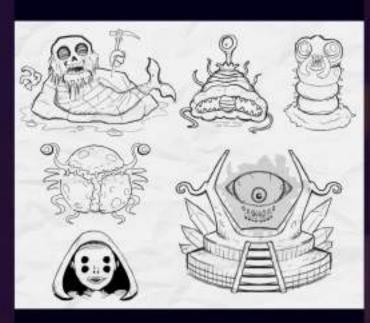
## **BOSSES AND ENEMIES**

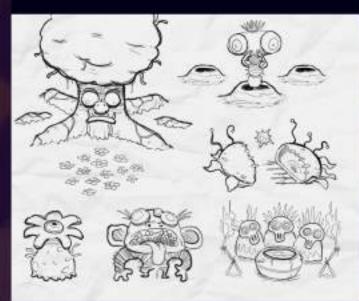


36 boss designs.
Voiced and produced all character and boss dialogue (+ screeches).













# **ENVIRONMENT**





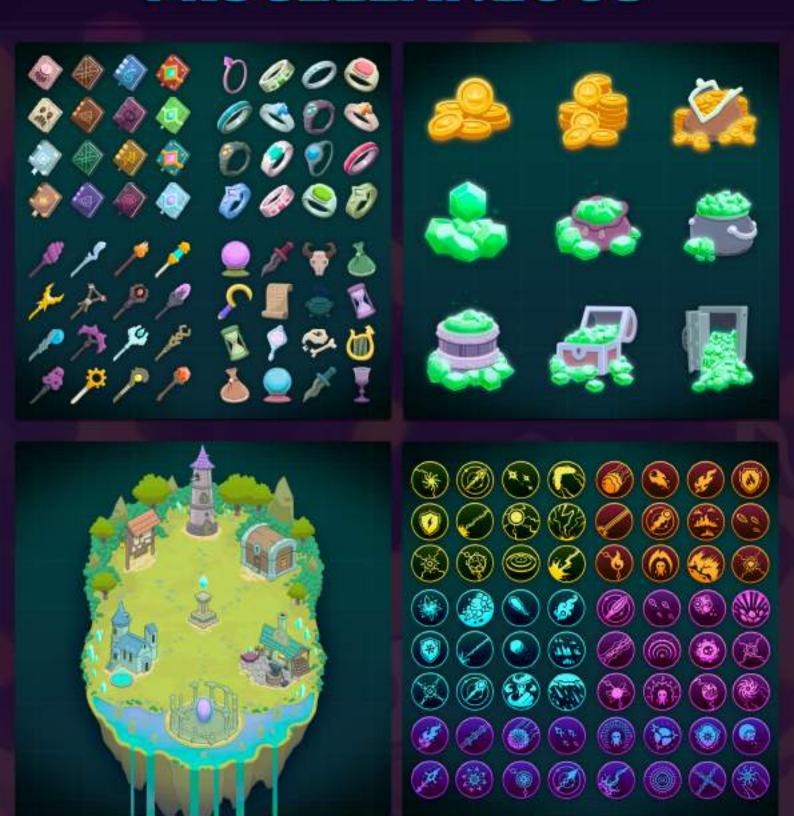




Learned how to make tilemaps.

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** 

# PLAY WITH YOUR CAT!



GET READY FOR INTERSPECIES FUN



PLAY WITH A CONTROLLER OR USE AUTO PLAY



VARIETY OF PLAY MODES (FORM KITTENS TO SENIORS)



A VIRTUAL TOY BOX FOR YOU AND YOUR CAT

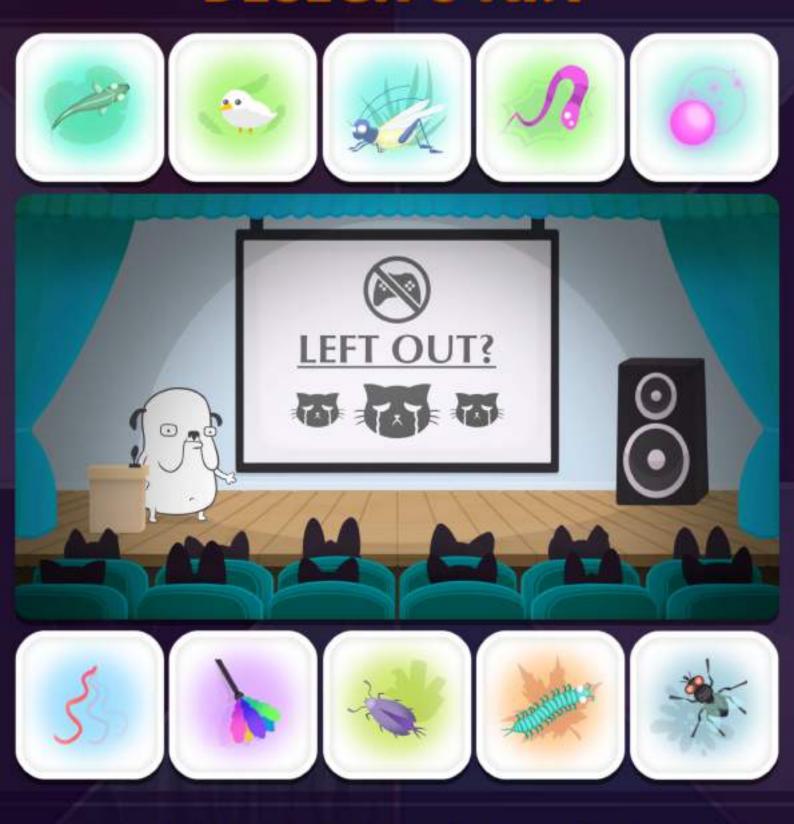


DESIGNED AND TESTED WITH ACTUAL END USERS: CATS



TRY FREE TRIAL MODES BASED ON A UNIVERSITY STUDY

# DESIGN & ART



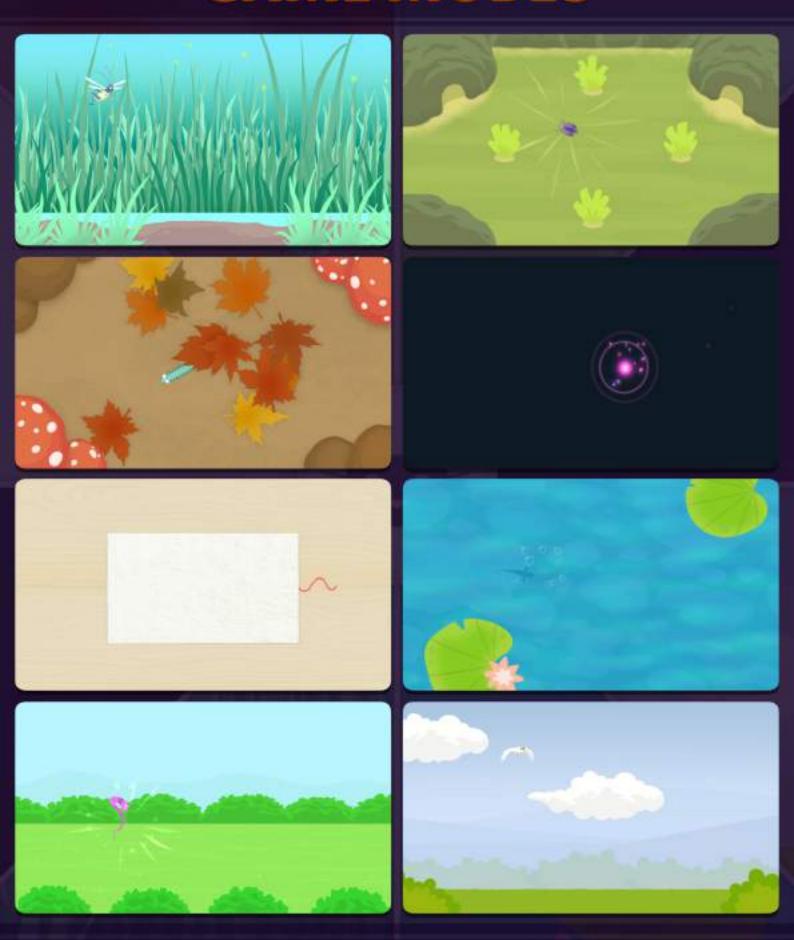
I am the CEO and co-founder of Herra Koira Company.

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** 

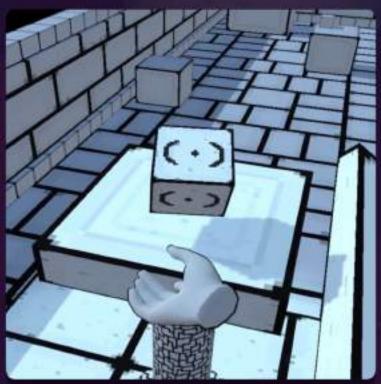




CM WAS MY FIRST GAME JAM. PROTO WAS MADE IN 48 H

# CUBE VR



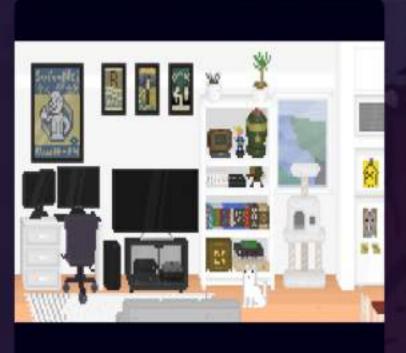


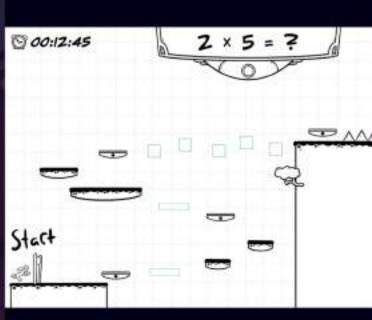
# WALK IN THE PARK



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

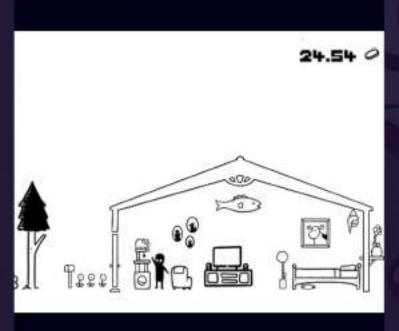
BLANCA SIMULATOR SOLO RUNNING MATH SOLO





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.



























**YOUTUBE PORTFOLIO** 

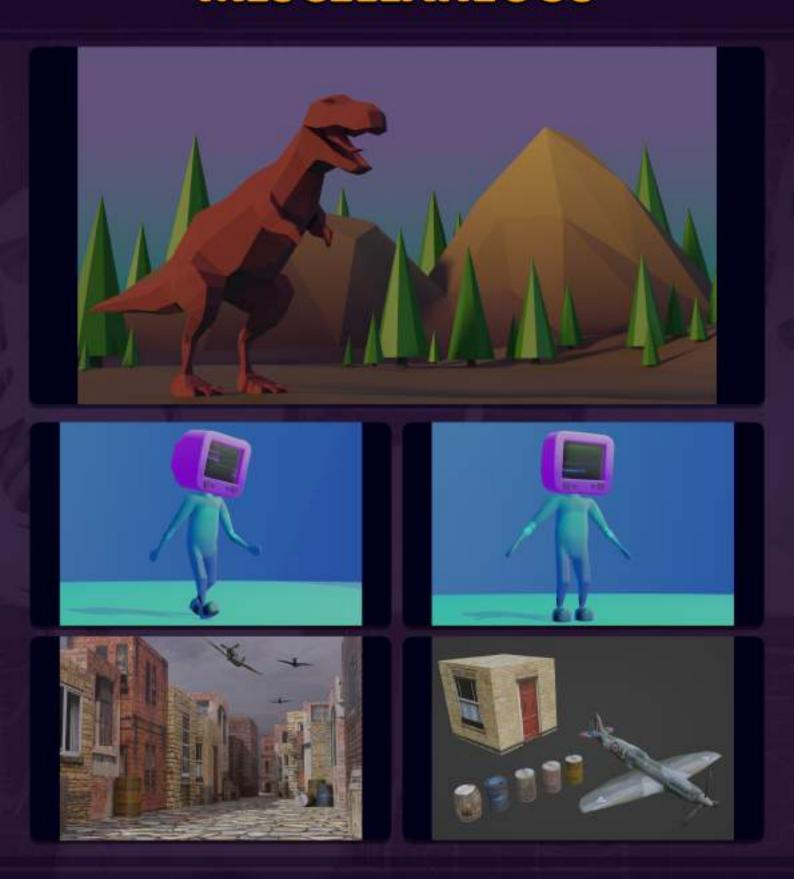
### **RETRO 3D DEMO**



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 **HERE**!

## **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

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

These were the highlights.

Check out the comprehensive portfolio on

**MY YOUTUBE** 

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**MY WEBSITE**