



Panu Niskakoski

Passionate
Game Artist

CONTACT

- Finland, Jyväskylä
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- [Nettiportfolio -link](#)
- [LinkedIn -link](#)

DEV TOOLS

Procreate	★★★★★
Unity	★★★★★
Aseprite	★★★★★
Blender	★★★★★
Reaper / Audacity	★★★★★
Trello / Asana	★★★★★
Game Maker studio	★★★★★
Github Desktop	★★★★★

PROGRAMMING

C#	★★★★★
JavaScript	★★★★★
HTML & CSS	★★★★★
Java	★★★★★

LANGUAGES

Finnish	★★★★★
English	★★★★★
Swedish	★★★★★

REFERENCES

Markus Skyttä, Head programmer
Unibyte Studios

Email. markus.skyt@gmail.com

ABOUT ME

For the past **4 years**, I have worked as a **game artist** and developer at Unibyte Studios. I have experience in creating **2D graphics** and **animation**, sound production (**SFX / MUSIC**) as well as game programming. I am also a **beginner 3D artist**.

I just graduated with a **master's degree** in IT from the University of Jyväskylä. In my studies, I focused on **game development**.

I have taken **freelance graphic design** gigs, and have done a little bit of everything from band shirts to deck designs and from logos to social media creatives.

WORK EXPERIENCE

Game Artist + Generalist

Unibyte Studios | Summer 2019 - May 2023

- 2D graphics, game assets, marketing material, music, sfx, trailers, testing and design

Graphic Design

Freelance | 2018 - present

- Company logos, shirt designs, social media creatives, prints, business charts and skateboard decks

Department Manager

K-Supermarket Kotikenttä | 2015 - 2017

- Orders, campaigns, loss tracking, inventory, negotiations with sales reps

EDUCATION

Master of Science (Information Technologies)

University of Jyväskylä | 2017 - 2022

- I did my masters thesis about animal-computer interaction (ACI).

NCO-Course

Karjala Brigade | 2013 - 2014