

PARONI'S PORTFOLIO

2023

PANU NISKAKOSKI

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ABOUT ME

Panu Robert Niskakoski

**Technical game artist and designer with
5 years of experience on commercial
game development and entrepreneurship.**

Master of Science (IT)

★ 2D / 3D artist & animator ★

★ Game designer & Programmer ★

★ Music & SFX producer ★

PLAY WITH YOUR CAT!

**2022 – 2023
LEAD DESIGNER**

**FULLY REMOTE
COMPANY**

[TO STORE PAGE](#)

PLAY WITH YOUR CAT!



GET READY FOR
INTERSPECIES FUN



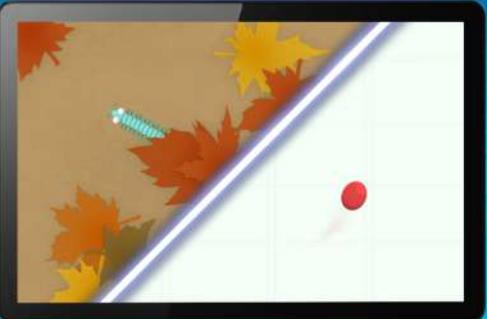
A VIRTUAL TOY BOX
FOR YOU AND YOUR CAT



PLAY WITH A CONTROLLER
OR USE AUTO PLAY



DESIGNED AND TESTED
WITH ACTUAL END USERS: CATS

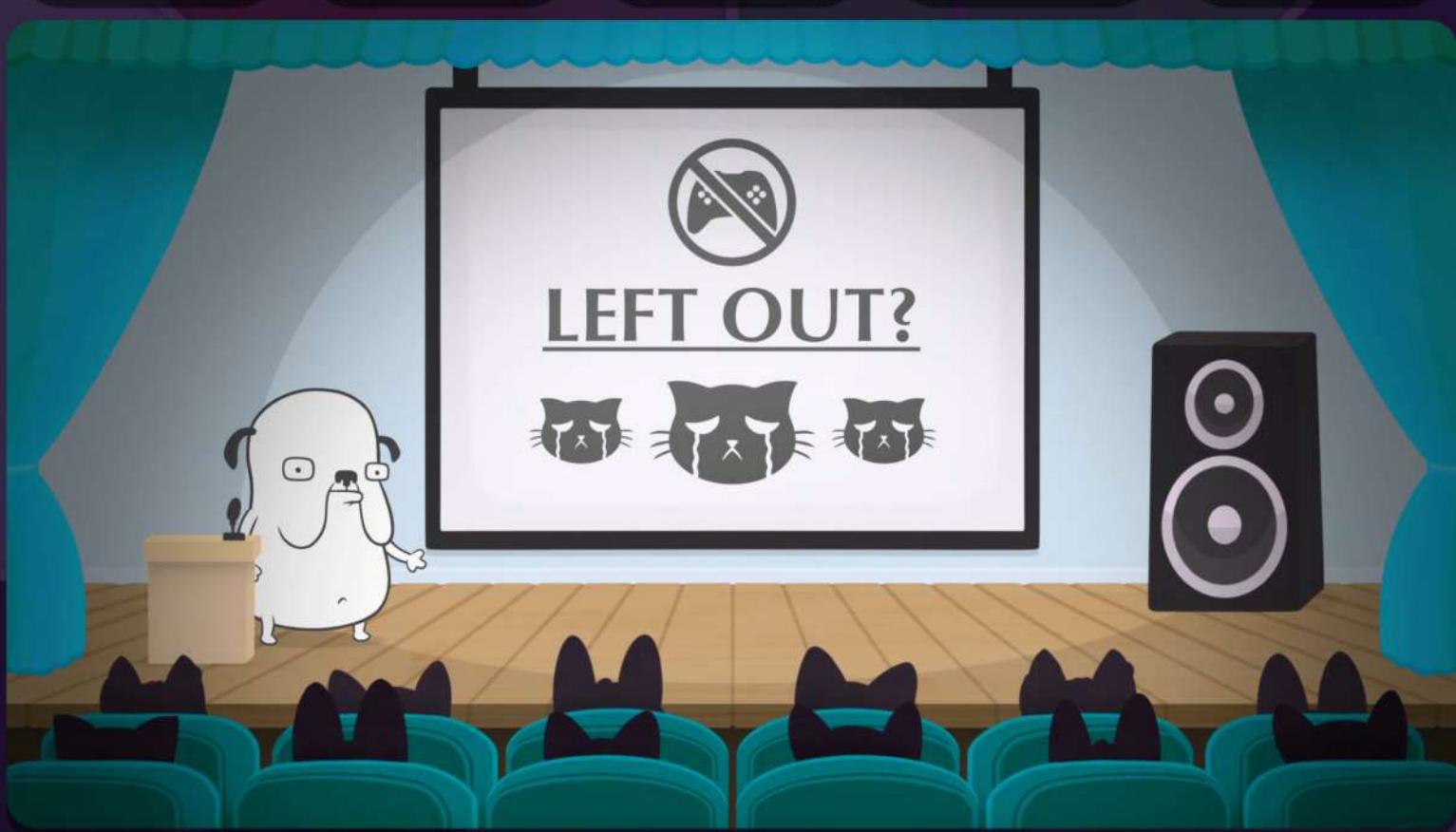


VARIETY OF PLAY MODES
(FROM KITTENS TO SENIORS)



TRY FREE TRIAL MODES
BASED ON A UNIVERSITY STUDY

DESIGN & ART



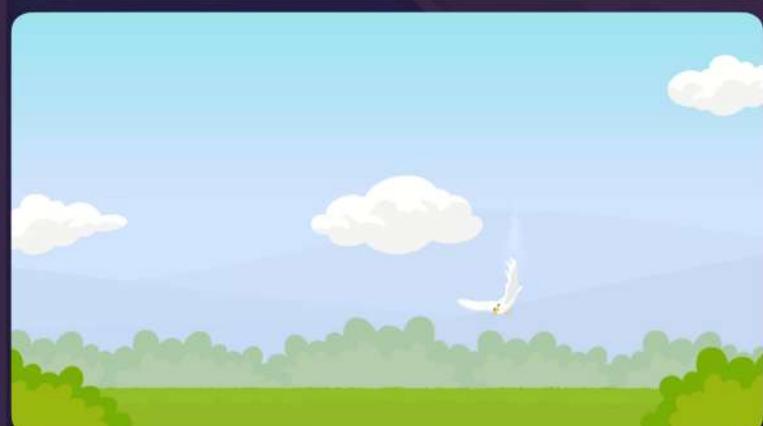
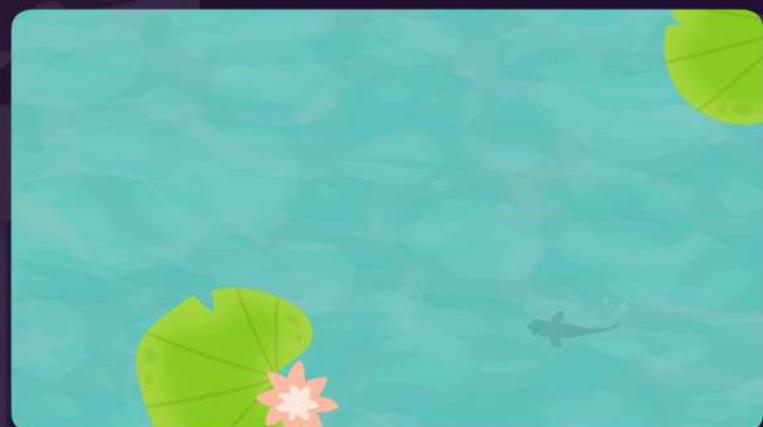
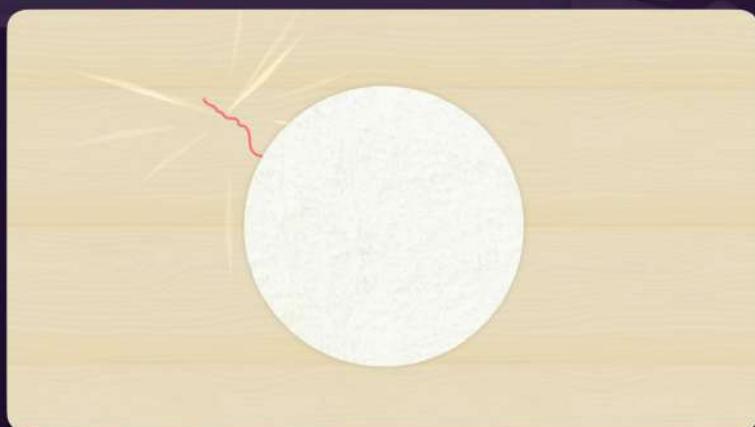
I am the CEO and co-founder of Herra Koira Company.

PWYC is built on my masters thesis' research artefact.

Check out the trailer for the app by clicking [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



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, is designed by me.

I am also the organizer and manager of the company. I make sure that everyone knows what to do next.

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.

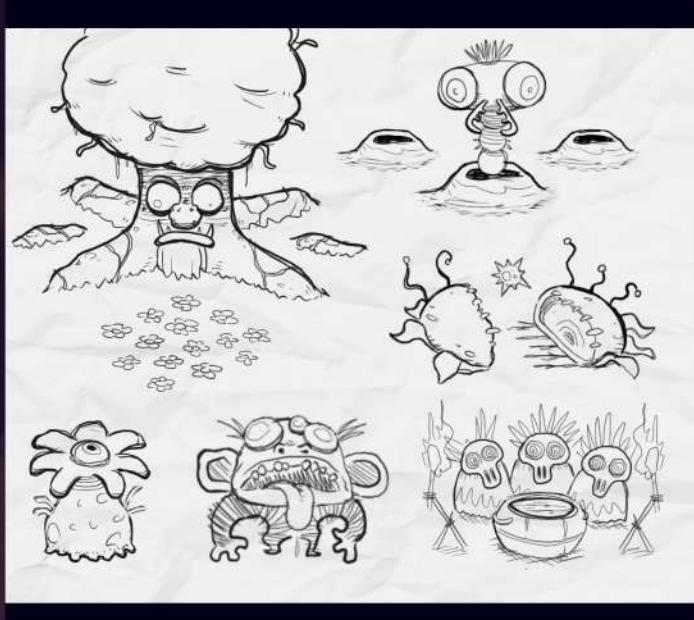
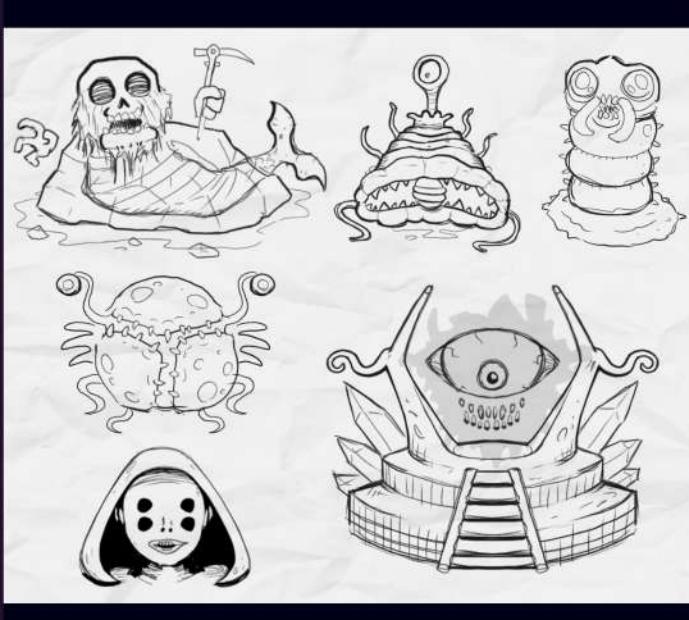
As the only artist in the project, I produced bot the concept art and the actual game assets.

ENEMIES



36 boss designs + 52 enemy designs.

I voiced and produced all the sounds regarding bosses and characters.



ENVIRONMENT



I learned how to make *tilemaps*.

Also composed and produced all the game music.
Some music samples can be found [here](#).

MISCELLANEOUS



I did most of the UI elements.

Also worked as the main game tester, recorded gameplay and edited the trailers. Trailer [here](#).

TERRAMORPHERS

2019 – 2022
GAME ARTIST

FULLY REMOTE
WORK

[TO STORE PAGE](#)

TERRAMORPHERS



EPIC ADVENTURE!
WITH BOSSSES AND LOOT

FIND NEW GEAR!
CUSTOMIZE WITH ORBS

RAISE YOUR PETS!
LEVEL UP TO EVOLVE



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



I 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



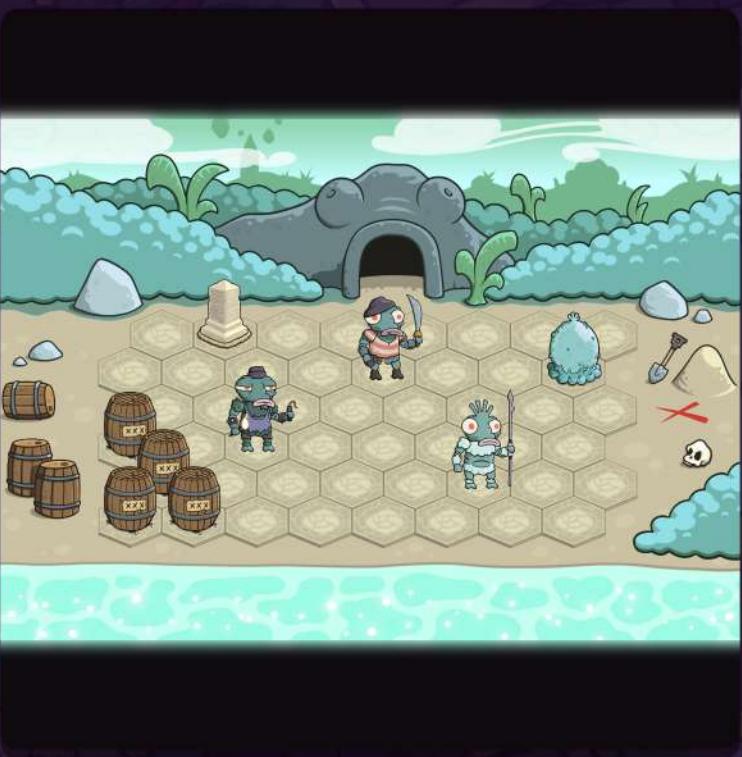
TERRAMORPHERS



TERRAMORPHERS

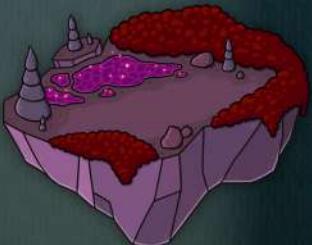


WORLD



Variety of different regions and arenas.

36 pets with evolutions.



MISCELLANEOUS



I did most of the UI elements.

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

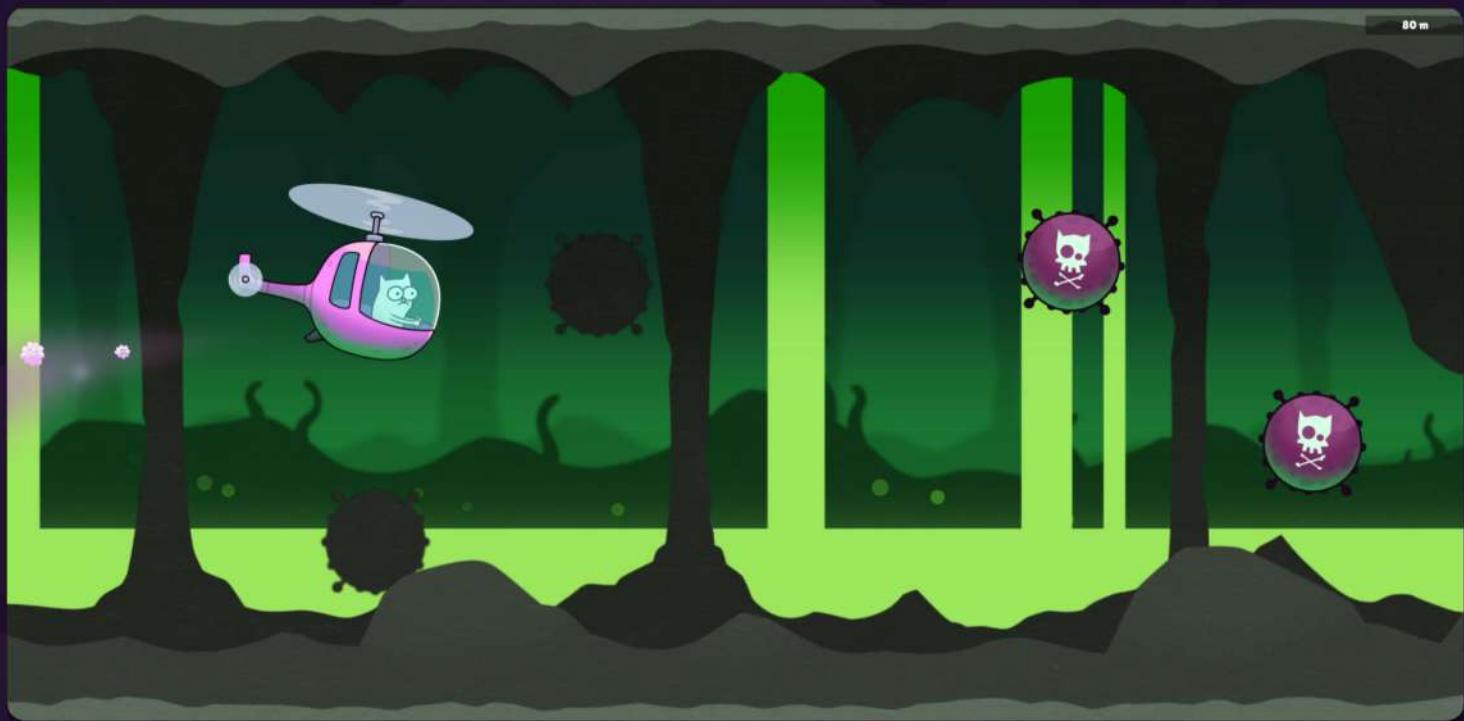
General overview of the game [here](#).

OTHER
**GAME
PROJECTS**

2019 – 2023

[TO MY WEBSITE](#)

Check out a video [here!](#)



KITTY
**COULDN'T
STOP!**
SOLO



SOLO = GRAPHICS, ANIMATION, CODE & AUDIO

SPACE VAC

GRAPHICS, ANIMATION



CHICKEN MANAGER

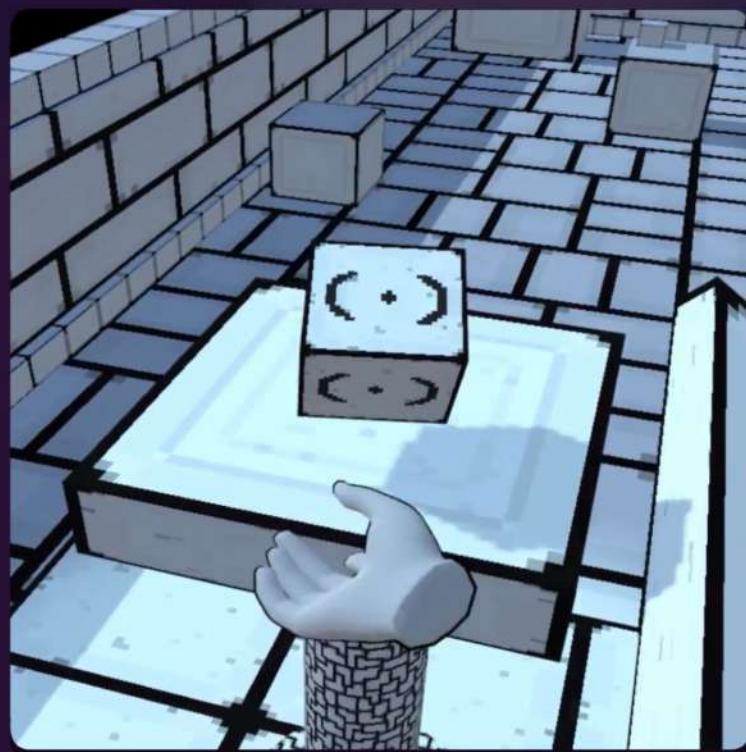
GRAPHICS, ANIMATION



CM was a **GAME JAM** project. Proto was made in 48h.

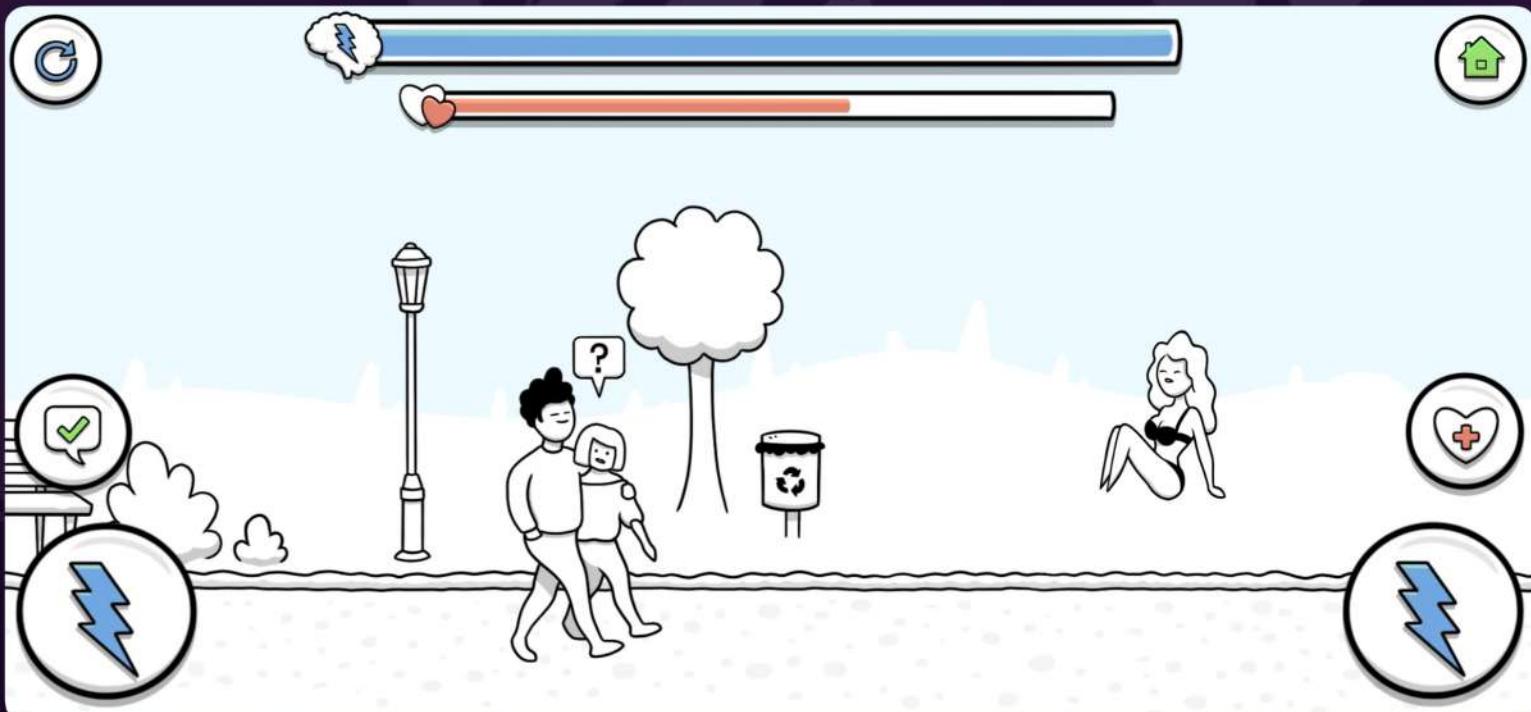
CUBE VR

SOLO



WALK IN THE PARK

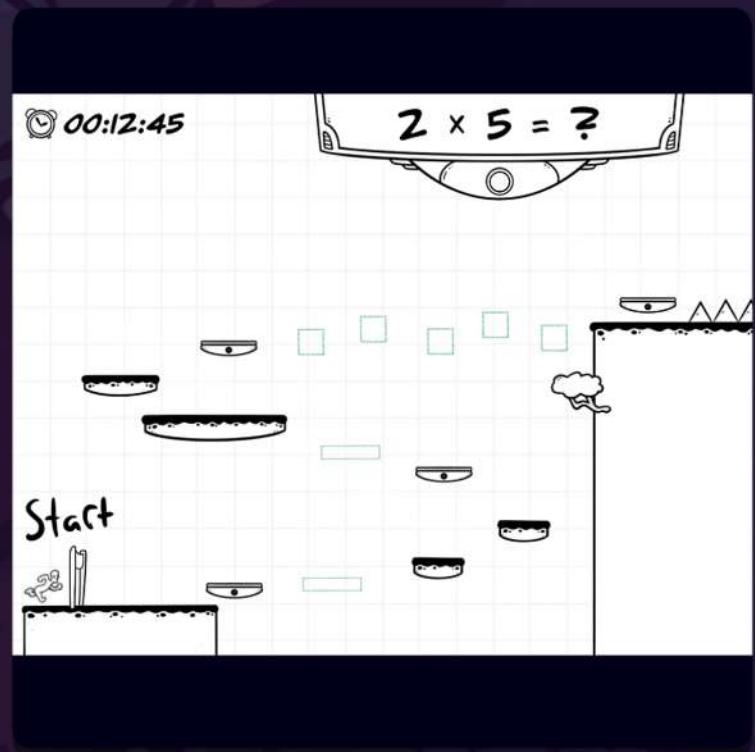
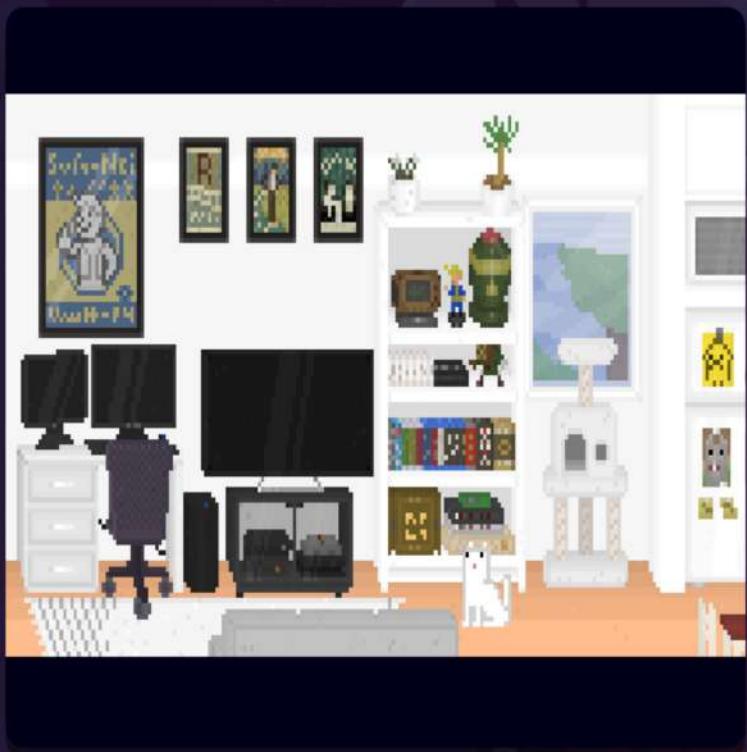
SOLO



SOLO = GRAPHICS, ANIMATION, CODE & AUDIO

BLANCA SIMULATOR SOLO

RUNNING MATH SOLO



THE DEV_OLUTION SOLO

ROAD TO SPACE PARTY SOLO



SOLO = GRAPHICS, ANIMATION, CODE & AUDIO

2D ART

2018 – 2023

[TO MY WEBSITE](#)

PRINTS



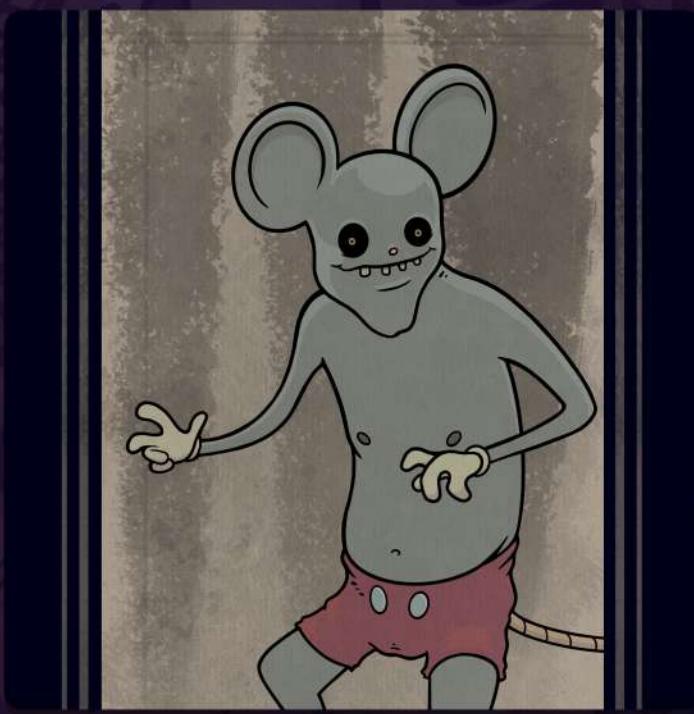
I like to try out different art styles.

**One might characterize my art style as crazy cartoony.
I love horror that doesn't take itself too seriously.**



LOOK THAT GETS GIRLS^{THE}





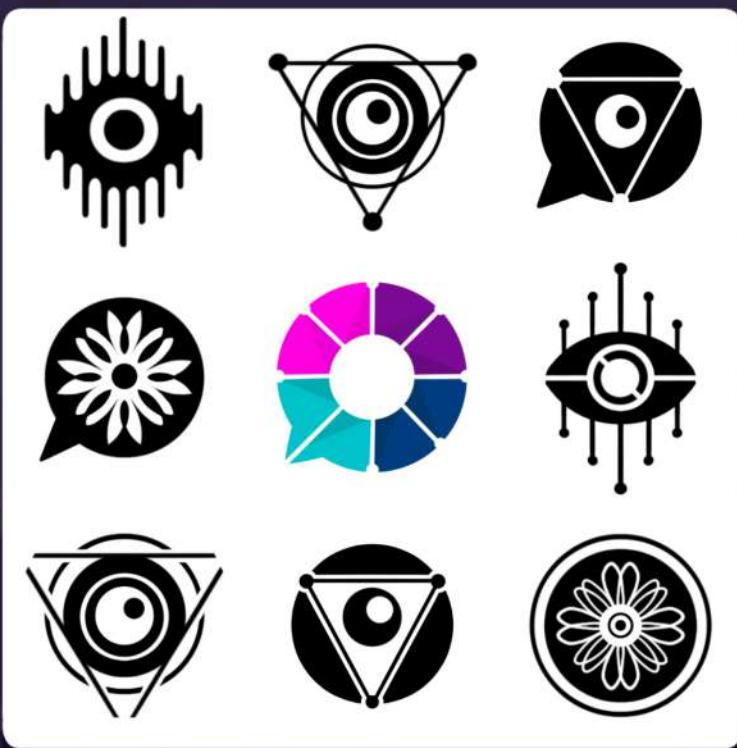
FAMILY RIGGED



I designed, rigged and animated these characters as an 2D rigging exercise. Check out the demo video [here!](#)

These could fit for a turn based RPG maybe?

FREELANCE GRAPHICS



I have made little bit of everything from band shirts to skateboard designs and from company logos to social media creatives. Here is some of them.

3D ART

2023

YOUTUBE PORTFOLIO

RETRO 3D



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!](#)

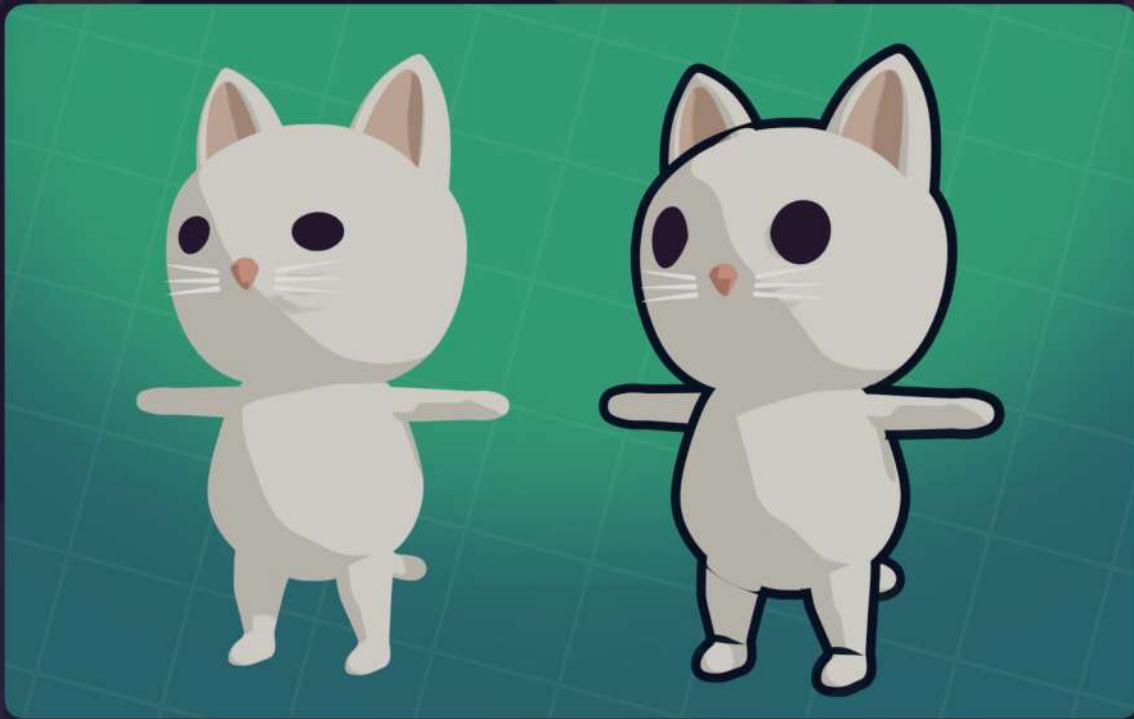
REALISTIC & 2.5D



The top one is a product image for a catalogue. I can also do more realistic 3D with PRB-materials.

The bottom one is a 2.5D visual demo. Demo [here!](#)

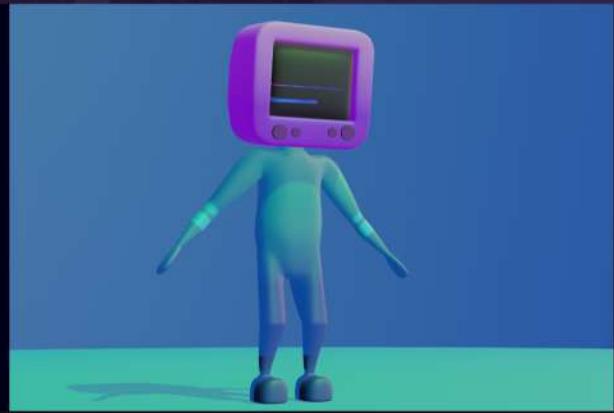
3D AS A HOBBY



I got excited about 3D modeling about a year ago.
Here is my latest *work-in-progress* project.

The models are fully rigged and ready for animation.

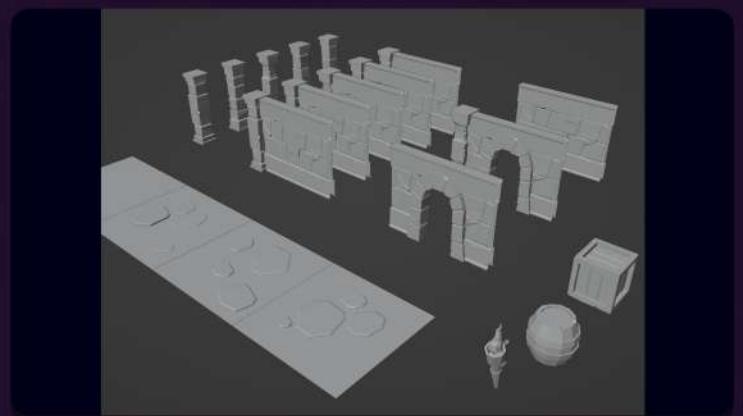
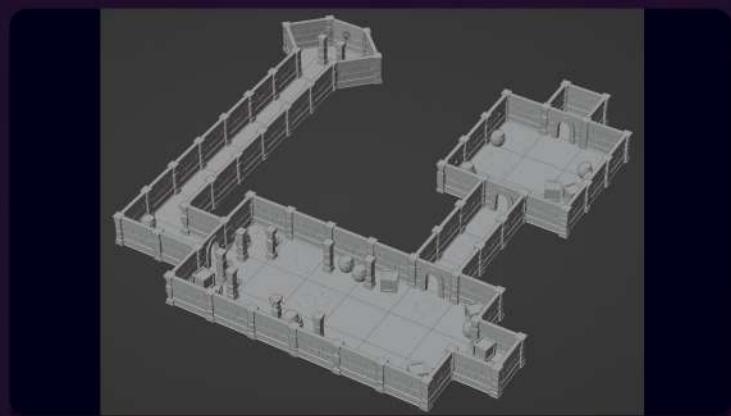
MISCELLANEOUS



I can rig, animate and do UV-mapping.
I have been also focusing on efficient topology.

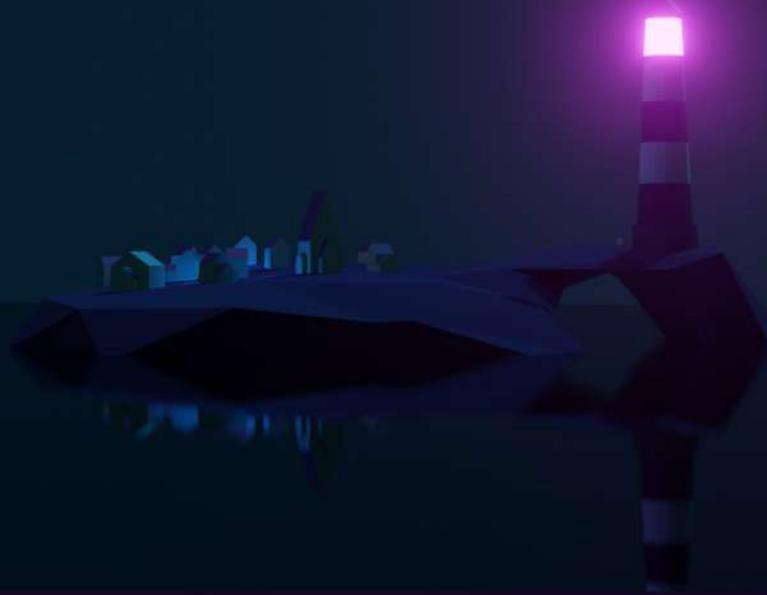
TV-head demo [here](#). Planes demo [here](#).

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

paroni.does@gmail.com

Take a look at my CV by clicking [here!](#)

These were the highlights.

More can be found on
YOUTUBE & **MY WEBSITE**