# 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 designed both concept art and actual game assets.

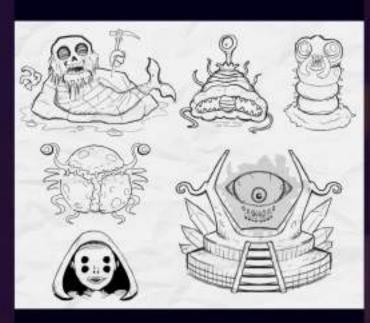
#### **BOSSES AND ENEMIES**

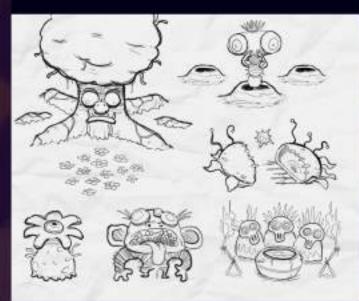


36 boss designs.
Voiced and produced all character and boss dialogue (+ screeches).













#### **ENVIRONMENT**





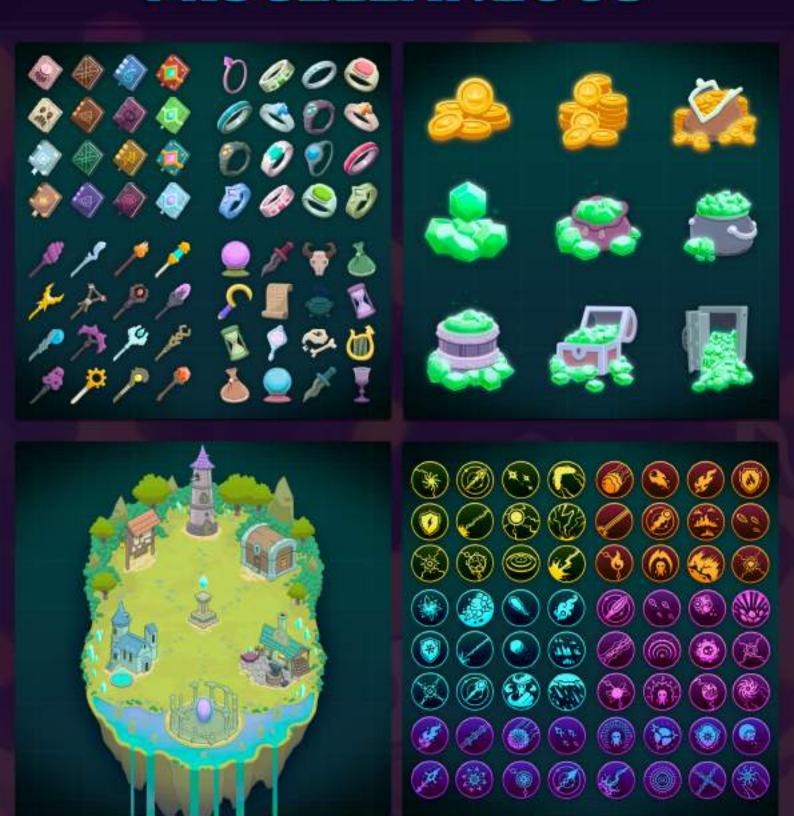




Learned how to make tilemaps.

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



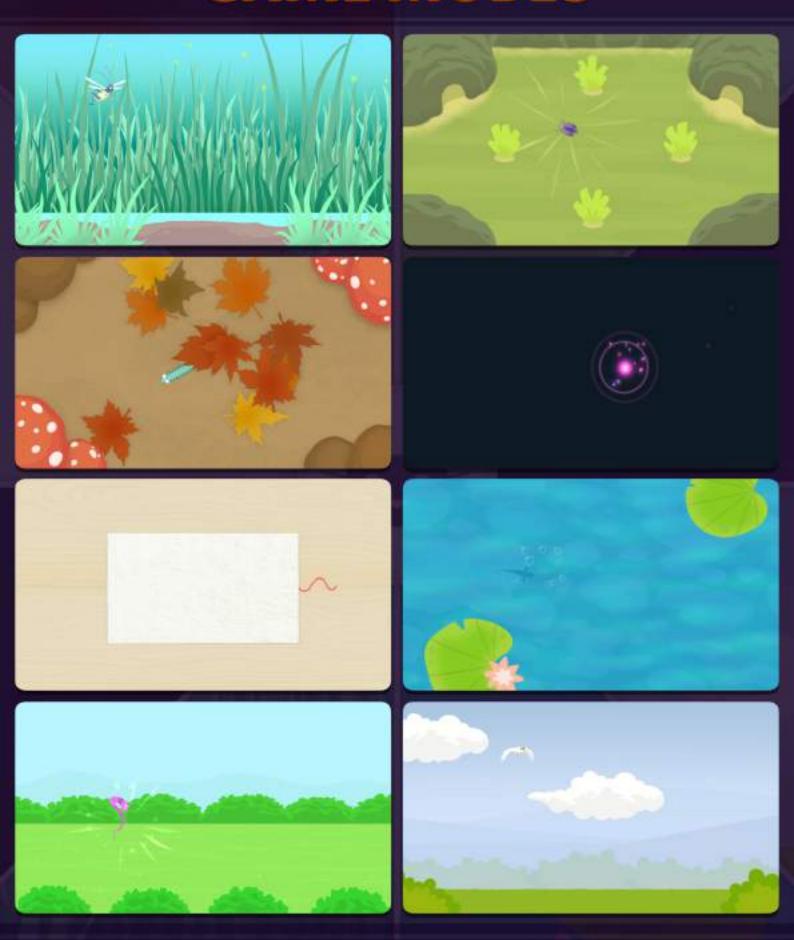
I am the CEO and co-founder of Herra Koira Company.

PWYC is build 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** 

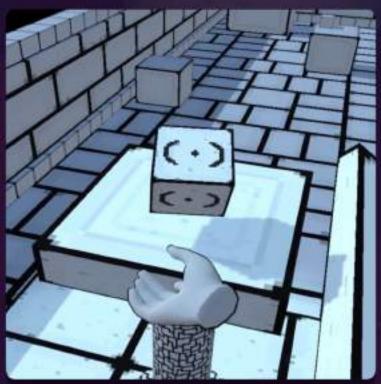




CM WAS MY FIRST GAME JAM. PROTO WAS MADE IN 48 H

#### CUBE VR



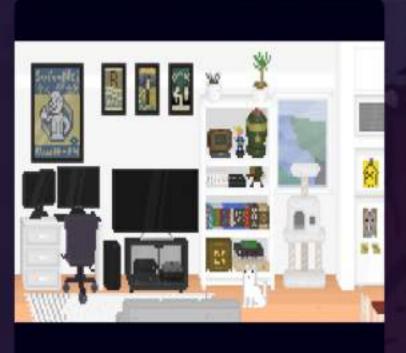


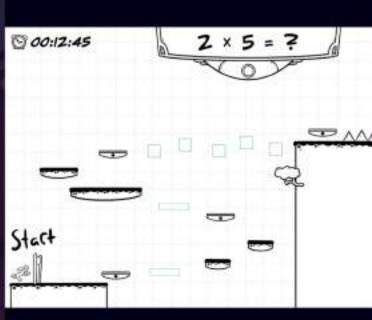
#### WALK IN THE PARK



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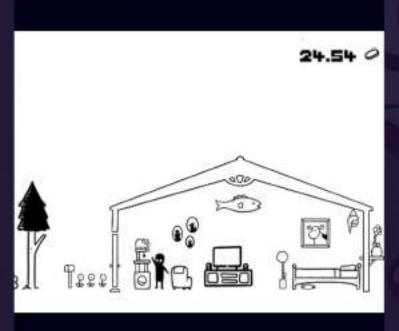
BLANCA SIMULATOR SOLO RUNNING MATH SOLO





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.

















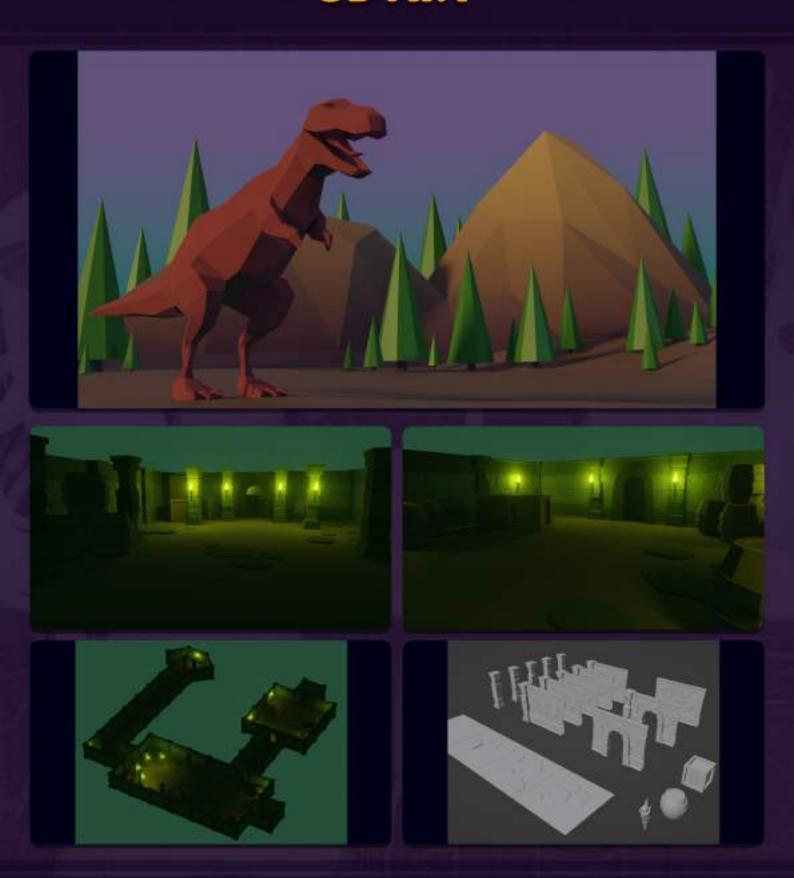








#### **3D ART**



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!