



Professional Visual Designer at your service

I'm an enthusiastic and steadfast 3D environment artist and visual designer. Several of my customers have thanked me for repeatedly exceeding their quality and efficiency expectations. I will find a way to turn your ideas and concepts into complete designs that produces the maximum value for your project, while adhering to deadlines and budgets.

Education

JAMK/JUAS	Bachelor's Degree in International Business	2018 – ongoing
Riveira Outokumpu	Media Assistant, Game Development	2012 – 2015
Viitasaari Upper Secondary School		Matriculation exam completed 2010

Experience

AgnewHawk.com	Emote Designer	1.4.2018 – Present
Agnewhawk.com is my flagship brand under which I develop top-quality customized subscriber emotes for various livestreamers on Twitch.tv		
Kaks'Kättä Työpaja	Graphic Designer & Social Media Manager	1.9.2017 – 28.2.2018
My responsibilities included maintaining and creating content and promotions for company's social media accounts in Facebook and Instagram. I helped modernizing and unifying the company's visual look and assisted in the visual updates of their website. Among that I designed several flyers, posters and signs for their use.		
Selmu Ry/Preppaamo	Video FX Coach	14.2. – 24.3.2017
Jooni Oy	Freelance 3D artist	1.8.2016 – 2.2.2017
Freelance 2D/3D artist		1.1.2015 – Present
BetterDay Research	Level Designer	16.8.2016 – 31.10.2016

Past Projects

I handled the production management, editing and VFX for a music video 'Valittu tie', published 3.9.2016

I co-designed and modeled 3D-printed festival rings for 'Provinssi 2016' festival.

Club interior visualization for 'Rytmikorjaamo' venue.

I took part in an 8-week game project, "SilverSlayers" where I was a game co-designer and level designer during Summer 2013.

I was an english-to-finnish translator in "Battle for Wesnoth", a Free Software game for two years

Hobbies and Interests

I'm an avid gamer and an occasional livestreamer on Twitch.tv. My library has titles across several genres and decades. RTS, FPS and RPG genres are most frequently represented. The modding of The Elder Scrolls: Morrowind was the reason that I finally decided to hop into game industry. Though I keep up to pace with current releases, I enjoy returning to the games of 90's and early 2000's from time to time. System Shock 2 is even today my most favorite game of all time.