

Curriculum Vitae

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Employment

- 2005 - **Bugbear Entertainment Ltd. / Game Designer**
PC/XBox/PS2: FlatOut 2 (IGN.com & X-Play Best PS2 racing game 2006)
PSP: Unannounced Project
Various concepts
- 2004 **Bugbear Entertainment Ltd. / Graphic Artist**
PC/XBox/PS2: FlatOut (Menus, concepts, game design)
- 2004 – 2005 **Pericad Oy / Product Consultation (Wacom)**
Various presentations at Kuva 2004, Kuva 2005, stores
- 2001 - **Freelancer (Illustration, Photography)**
Fazer, Amica, Ylioppilaslehti, individuals
- 2000 – 2001 **ICL Invia / Graphical Designer**
- 1999 – 2000 **ICL Invia / User Interface Designer**
Clients & works: Alko, Suomalainen Kirjakauppa, Rautaruukki, Office of the President of Finland, Nice Business Solutions, Helvar-Merca, ATM user interfaces
- 1998 – 1999 **Finnish Defence Force / Private**

Education

- 2001 – 2005 **Evttek Institute of Art and Design / 3D Visualization**
Graduation Thesis: Games and Game Development (rated 5/5)
- 1994 – 1997 **Heinola Business College**

Courses

- User interface design on multiple platforms
- User interface testing
- Heuristic analysis
- Usability processes

Strengths

Good Output

- Designs
- Illustrations
- Documentation

Broad Field

- Independent & team worker
- Team Leader (AD, Concepts)
- Broad understanding of project development (scrum)

Personality

- Easy to work with
- High imagination
- Good humour

Notable Awards & notes

2006

Art exhibited in Freax – The Demoscene Art book
1st at Breakpoint '06 theme graphics competition
1st at Simulaatio 4 graphics competition

2005

1st at Stream 2005 graphics competition
1st at Simulaatio 3D graphics competition

2004

2nd at Breakpoint '04 theme graphics competition

2003

1st at Stream 2003 graphics competition
1st at Simulaatio 2 graphics competition
1st at Simulaatio graphics competition

Hobbies

Video games, Boardgames, Music (from electronic to instrumental), Arts, Movies, History, Documentaries, Reading, Swimming and Jogging

Goals

Develop skills in illustration and graphics
work in meaningful and exciting projects with a dedicated crew

Software

Photoshop, Painter, Fontlab, Silo, Modo, Lightwave, 3DS Max, Aperture, Shake, Combustion, OS X, Windows