JONI SUOJANEN

https://jonisuojanen.github.io

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EDUCATION

BACHELOR OF CULTURE & ART, GAME DESIGNER
South-Eastern Finland University of Applied Sciences
- Degree Programme in Game Design (240 credits).
- Jan. 2020 - Dec. 2023.
- BA Thesis about balancing a skill based progression system in a mobile card game.
- Link to read: https://urn.fi/URN:NBN:fi:amk-2023120835288

WORK EXPERIENCE

FREELANCER GAME DESIGNER | HEADNOUGHT
Programming a HTML5 Prototype in TypeScript
- Feb. 2024 - Mar. 2024 (Contract).
- Designed and programmed features for a prototype.

GAME DESIGNER INTERN | LATCHBACK GAMES
A roguelite fantasy card game with merging elements.
- Feb. 2023 - Dec. 2023.
- Unity for Android | 8 person team.
- Designed engaging mechanics for soft launch.
- Created prototypes of some mechanics in C#.
- Planned and performed testing sessions for BA thesis.
- Balanced game flow and stats in spreadsheets.

GAME DESIGNER INTERN | C3E PROJECT
An interactive touch wall experience of robbing a bank while escaping guards and maximizing profit.
- Mar. 2020 - Aug. 2020.
- Unity | 15-20 person team
- Wrote design documentation.
- Balanced feel to minimize nausea for sensitive players.
- Built levels in Unity using probuilder and assets.
- Playtested for bugs and user experience issues.

GAME DEV INSTRUCTOR | KOUVOLA CITY
I worked as an after school instructor teaching children to develop simple games as a hobby.
- Aug. 2022 - Jun. 2023
- Taught game design concepts.
- Taught basic visual programming using scratch.

GALLERY HOST | CAPITAL OF GAME ART
Limited time exhibition showing games as an art form.
- Nov. 2022 and Nov. 2023

SKILLS

- Teamwork
- Level Design
- System design
- Game balancing
- Flow charts
- Documentation
- Project management
- Scrum
- Organizing events
- Information research
- Graphic design

TOOLS / SOFTWARE

- Unity
- Notion / Trello
- Google Sheets | Excel
- Word | Google Docs
- Github & Gitlab
- C#, TypeScript, CSS
- Visual Studio Code
- Figma
- Adobe Photoshop
- Adobe Illustrator
- Blender | 3DSMAX

LANGUAGES

- English
- Finnish
- Swedish

PERSONAL PROJECTS

SLIPPY SLOPE - PROJECT LEAD/ GAME DESIGNER
A 3D-platformer game of a baby penguin sliding to its family across the dangers of Antarctica.
- Aug. 2022 - Mar. 2023
- Unity | 8 person team.
- Designed and grayboxed levels.
- Balanced game feel and movement.

WIZARD DEFENSE - GAME DESIGNER
An isometric tower defense prototype with tile placement inspired by carcassone board game.
- Aug. 2022 - Nov. 2022
- Unity | 3 person team
- Game design and programming in C#.
- Writing game design documentation.
- 1st place in XAMK Demo Day pitch contest 2022.

REFERENCES

Teemu Lyytinen, Project Manager Latchback Games
teemu.lyytinen@latchback.com | +358 45 609 1463

Pauli Jutila, CEO at Headnought Oy
jutila@headnought.com | +358 50 322 2132

OTHER EXPERIENCE

VICE HUB LEAD | IGDA
- Aug. 2023 - Mar. 2024
- IGDA Kymenlaakso
- Organized events.
- Anti-Harassment person in hub.

STUDENT TUTOR | XAMK
- Feb. 2020 - Dec. 2023
- Hosted student club events.
- Helped international students with their Finnish paper work.
- Organised game jams at XAMK.

CONTACT ME

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