



JONI SUOJANEN

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EDUCATION

BACHELOR OF CULTURE & ART, MUOTOILIJÄ

South-Eastern Finland University of Applied Sciences

- Degree Programme in Game Design (240 credits).
- Jan. 2020 - Dec. 2023.
- Bachelors thesis on Balancing and testing a mobile card game.

WORK EXPERIENCE

FREELANCER GAME DEVELOPER | HEADNOUGHT

Programming a HTML5 Prototype in TypeScript

- Feb. 2024 - Mar. 2024 (Contract).
- Planned and Managed a schedule to achieve delivery of product.

GAME DESIGNER INTERN | LATCHBACK GAMES

A roguelite fantasy card game with merging elements for mobile.

- Feb. 2023 - Dec. 2023.
- Managed feature planning sessions for sprint meetings.
- Helped integrate agile scrum to project.
- Creating design documentation and balancing game economy.
- Creating detailed design documentation.
- Balancing game stats using spreadsheets and Unity.

GAME DEV INSTRUCTOR | KOUVOLA CITY

I worked as an after school instructor teaching children to develop simple games by themselves for Kouvolan Malli 2023-project.

- Aug. 2022 - Jun. 2023.
- Created simplified material to learn and teach.
- Taught basic programming concepts using visual programming.

GAME DESIGNER INTERN | C3E PROJECT

An interactive touch wall experience of robbing a bank while escaping guards and maximizing profit.

- Mar. 2020 - Aug. 2020.
- Created design documentation for an interactive touch wall.
- Planning tasks for artists and programmers with Trello.
- Managing Git.
- Balancing and testing game feel.

SUMMARY

A curious game design graduate with great passion to enter industry. Outside of work I love trying out new things, playing games and drawing. I find that with practice and passion anything can be achieved!

SKILLS

- Communication with team members.
- Creating spreadsheets and charts.
- Great documentation skills.
- Project management.
- Adaptive skill-set to support team.
- A cheerful knowledge seeker.
- Ability to be neutral and resolve conflicts.
- Game pitching.
- Programming in C#, TypeScript, CSS.

TOOLS / SOFTWARE

- Notion / Trello
- Google Sheets | Excel
- Word | Google Docs
- GanttProject
- Figma
- Unity | Construct 3
- Github & Gitlab
- Adobe Photoshop
- Adobe Illustrator
- Blender | 3DSMAX
- Visual Studio Code

GALLERY HOST | CAPITAL OF GAME ART

Limited time exhibition showing games as an art form.

- Nov. 2022 and Nov. 2023.
- Opening and closing the exhibition.
- Building the exhibition site.
- Fixing technical issues and preparing the exhibition site.
- Presenting and helping customers through the exhibition.
- Discussing the industry with customers.

PERSONAL PROJECTS

SLIPPY SLOPE - PROJECT LEAD/ GAME DESIGNER

A 3D-platformer game of a baby penguin trying to slide to its family across the dangers of Antarctica.

- Aug. 2022 - Mar. 2023.
- Development in Unity
- Managed weekly meetings.
- Co-wrote the official Game design documentation.
- Implementing and improving features for base game.
- Created prototype levels and gathering user feedback.

WIZARD DEFENSE - GAME DESIGNER

An isometric roguelite tower defense prototype with tile placement inspired by carcassone.

- Aug. 2022 - Nov. 2022.
- Development in Unity.
- Pitching and planning games core mechanics.
- Programming a working prototype in 7 weeks with C# .
- Creating schematics for troubleshooting and creating scripts.
- Won 1st place in pitching contest (XAMK Demo Day 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

HUB LEAD | IGDA KYMENLAAKSO

- Aug. 2023 - Mar. 2024.
- Volunteer since summer 2022 in Kouvola.
- Creating local hub events with volunteers.
- Anti-Harassment person in hub.

STUDENT TUTOR | XAMK

- Feb. 2020 - Dec. 2023
- Created club activities and student events.
- Helped international students to orient to the Finnish bureaucracy.
- Helped arrange game jams at XAMK.

LANGUAGES

- English
- Finnish
- Swedish

CONTACT ME

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