

Experience

Level Designer, Rovio Mobile Ltd.

October 2010 to Present, Espoo, Finland

Working on Angry Birds franchise for mobile devices.

Level Design Director & Level Artist, InterWave Studios

June 2010 to October 2010, Offsite from Lahti, Finland to Sittard, The Netherlands

Worked on Nuclear Dawn, a Source Engine powered RTS/FPS hybrid. Responsible for level design, level optimization, level lighting, 3d prop modelling, texture creation and gameplay entity setting. Worked full time offsite from Finland with a team in Sittard, The Netherlands and other European countries. Worked as a level design director on one of the many maps in the full product.

Level Designer & Level Artist, FIXGames

October 2009 to June 2010, Offsite from Lahti, Finland to Seoul, South-Korea

Worked for ex-Valve, original Counter-Strike designer, Minh Le. Responsible for level design, level optimization, level lighting, 3d prop modelling, texture creation and gameplay entity setting. Working full time offsite from Finland with a team in Seoul, South-Korea on a game called "Tactical Intervention".

Freelance Designer

Present, Offsite from Helsinki, Finland

Working on website designs, corporate identity, user interfaces and print media as a freelance designer since 2003. Clients include small private companies and larger companies such as design furniture importers etc.

Level & Game Designer, Recoil Games Ltd.

September 2008 to June 2009, Helsinki, Finland

Responsible for game design, prototyping, prototype lighting, prop placement, game design specifications and level design. Worked with a talented team of ~30 with the project "Earth No More" for PC and XBOX360.

Contract Level Designer, Valve Software

April 2008 to June 2008, Offsite from Helsinki, Finland to Bellevue, WA

Worked with Valve's Team Fortress 2 team to produce a high quality level for the game. Responsible for level design, building the level, lighting and prop placement + gameplay entity scripting.

Contract Level Designer, Valve Software

January 2004 to July 2004, Offsite from Helsinki, Finland to Bellevue, WA

Worked with Valve's Day of Defeat team to produce a high quality level for the game. Responsible for level design, building the level, lighting and prop placement + gameplay entity scripting.

Team Project Coordinator, Valve Software

January 2007 to December 2007, Offsite from Helsinki, Finland to Bellevue, WA

Worked with Valve's Support Wiki team to contribute to the Finnish version of the wiki pages. Lead a team of 5 people to accomplish goals in time and finish quality translations of Valve's support pages.

Quality Assurance Playtester, Valve Software

January 2004 to June 2007, Offsite from Helsinki, Finland to Bellevue, WA

Worked with Valve's Day of Defeat team to playtest Day of Defeat and Day of Defeat: Source. Provided accurate feedback and helped accomplish the release goals of the game in time.

Sales Specialist & Graphic Designer, Konsolinet Oy

January 2007 to September 2008, Helsinki, Finland

Helped to improve the sales of the company by creating high quality advertisements and video installations for the company. Worked with the company management to speed up the overall customer service and sales on location.

Education

Bachelor of Arts and Media, 3D Visualisation

EVTEK Institute of Art and Design, Metropolia University of Applied Sciences

3D Visualisation, art history, color theory, image manipulation, rendering, texturing, animation and media interaction. Master thesis on level design.

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Expertise

3D Studio Max

polygon modelling
texture mapping
rendering
lighting

Hammer Editor

world building
level design
lighting
entities

Unreal Engine 3

kismet scripting
world building
level design
lighting

Adobe CS

corporate logo design
photo manipulation
website design
graphic design
textures

html site structures
css creation

video post production
video effects

corporate logo design
vector workflow

Honors

invited to visit
and interviewed
at Valve Software
during the year of 2008