



JENNY TIRKKONEN

3D Artist & Game Artist



24/6/1987



Kallio 00500, Helsinki



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PROFILE

Being a standalone generalist has taught me how to be versatile, deadline-efficient and self-imposed problem solver. I am familiar with both highpoly- and lowpoly workflows, although my commercial experience is weighed towards lowpoly.

As a person? A fun and witty colleague who really likes cats, languages, new technology and backpacking. I'm always helpful towards others and work hard for the mutual goals. I can also get easily excited about new technologies and am always experimenting, how they could enrich my input as an artist.

LANGUAGES

English



Swedish



German



Russian



Finnish



AWARDS & VOLUNTEERING



Assembly Game Compo 2nd
Personal mobile project Hot Doggety! awarded in the Assembly summer 2015 game development competition.

Ropecon 2016 & 2017 Staff Volunteer

Volunteering staff member. Main task operating the miniature hobbyist areas, additional tasks in setting up the event and guiding visitors.



EDUCATION

2014

2008

Bachelor of Arts

HELSINKI UNIVERSITY

Major studies in Folklore, minor studies of latin language and the Roman literature.

2012

2007

Bachelor of Culture and Arts

METROPOLIA UNIVERSITY OF APPLIED SCIENCES

Major studies in 3D visualization, minor studies of media and graphic design.

2012

2007

Exchange Student

HTW BERLIN UNIVERSITY OF APPLIED SCIENCES

Studies in media and graphic design.

2006

2003

Matriculation Examination

HELSINKI UPPER SECONDARY SCHOOL OF VISUAL ARTS

Studies in general education with strong emphasis on creative arts and culture.



EXPERIENCE

1/2018

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Sulake

3D ARTIST

Modelling and skinning of lowpoly game assets for a mobile title. Tasks in both character assets and environmental models.

4/2017

8/2016

3DBear

GAME ARTIST

Modelling, texturing, rigging and designing of lowpoly assets for an educational gamified tablet application. Design and modelling of highpoly objects for 3D printing.

4/2016

1/2016

Fragment Ltd

GAME ARTIST

Modeling, texturing, unwrapping and rendering both highpoly sprites and lowpoly assets for the upcoming mobile title. Additional tasks in designing and visualizing the game UI.

SKILLS

Blender



3Ds Max



Cinema 4D



Marvelous Designer



Zbrush



Substance Painter



Photoshop



Illustrator



Indesign



Premiere



After Effects



Unity



ADJACENT KNOWLEDGE



Kriittinen Korkeakoulu
2007-2009

Studies in creative writing tutored by distinguished writers. Guidance in bettering the personal writing process and lectures about past and current literal orientations, trends and classical artwork.



12/2015

7/2015

Superplus Games Ltd GAME ARTIST INTERN

Production of lowpoly 3D-assets for the mobile title Retro Shot (2015). Assets were produced according stylistic guidelines given by the senior artist of the company. Tasks included modelling, unwrapping, texturing and optimizing.

8/2013

4/2013

X-Akseli GRAPHIC DESIGNER

Development of the visual corporate identity: designing layouts for customer info materials, photographing company products, creating UI-design for touch screens and modelling and rendering of 3d elements.

12/2012

9/2012

McCann Worldgroup Helsinki STUDIO CREATIVE

CGI Generalist 3D Artist with emphasis on advertisement short film production and still renders, unwrapping and texturing of models and and final retouching.

8/2011

3/2011

Vescape GmbH 3D ARTIST INTERNSHIP

Creation and design of models and textures for a playable world in the exergames title Vescape Cycle Racing (2011). Second priority duties in work on visual advertisement materials and graphically developing commercial corporate identity.



REFEREES

Superplus games: CEO KALLE MÄKINEN

- Company website: www.superplusgames.com
- Contact details available upon request.

Vescape GmbH: CEO JEROME FEYS

- Company website: www.vescape.com
- Contact details available upon request.



INTERESTS & HOBBIES

