



# JENNY TIRKKONEN

3D Game Artist



24/6/1987



Kilo 02610, Espoo



[www.linkedin.com/in/jennytirkkonen](http://www.linkedin.com/in/jennytirkkonen)



[www.jennytirkkonen.fi](http://www.jennytirkkonen.fi)



+358 440 2560 87



[jenny.tirkkonen@gmail.com](mailto:jenny.tirkkonen@gmail.com)

## PROFILE

Devout storyteller and lifetime videogamer. Prior experience as a stand alone generalist has taught me how to be a versatile, self-imposed problem solver. I'm familiar with both highpoly- and lowpoly workflows, although my commercial experience is weighed towards lowpoly.

As a person? A fun and witty colleague who loves cats, languages, Blender and travelling. I 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



## OTHER 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 literary orientations, trends and classical artwork.



## 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

7/2021

*Sulake*

**GAME ARTIST**

Modelling, skinning and designing of lowpoly character clothes and furniture assets, as well as occasional larger environments, for the mobile game Hotel Hideaway. Additional tasks in onboarding of younger employees and technical troubleshooting.

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 mobile game Transit King. 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



## AWARDS & VOLUNTEERING



**Peliala Ry**  
Board Member 2019–present  
Vice Chairman 2020–2021

Assisting with event organisation, representing the union in related social interactions and increasing awareness of best practices.

**Ropecon**  
Staff Volunteer 2016–2017

Setting up the event and guiding visitors: operation of the miniature hobbyist area.

**Assembly**  
Game Dev. Compo 2nd place

Personal mobile project Hot Doggety! won 2nd place in the Assembly Summer 2015 Game Dev. Compo.



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

*Sulake: Furniture Design Lead*  
**VILLE VUORINEN**

-Company website: [www.sulake.com](http://www.sulake.com)  
-Contact details available upon request.

*Superplus games: CEO*  
**KALLE JYLY**

-Company website: [www.superplusgames.com](http://www.superplusgames.com)  
-Contact details available upon request.



## INTERESTS & HOBBIES

