



JENNY TIRKKONEN

Senior 3D Game Artist



24/6/1987



Kilo 02610, Espoo



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PROFILE

Experienced game developer with well balanced 3D modelling skillset ranging across multiple disciplines from character to environment art and from lowpoly to printing. I'm a versatile, self-imposed problem solver who gets easily excited about new technologies and is always experimenting how they could enrich my input as an artist.

In my free time I love travelling and learning new languages. I also have a secret passion for sewing clothes, but you can keep a secret, right?

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.

2011
2010

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

8/2022
2/2023

Supremacy Games
SENIOR 3D GAME ARTIST (FREELANCE)

Modelling and texturing of midpoly game assets focused around the motorsports genre. Additional task in rendering assets for marketing and creation of highpoly models for still images.

1/2018
7/2021

Sulake
3D 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.

8/2016
4/2017

3DBear
GAME ARTIST (FREELANCE)

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

SKILLS

Blender



Unity



Unreal



Marvelous Designer



Zbrush



Substance Painter



Substance Designer



Illustrator



Indesign



Photoshop



Da Vinci Resolve



Speedtree



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.

Assembly
Game Dev. Compo 2nd place

Personal pc project Bukkit Rokkit won 2nd place in the Assembly Summer 2023 Game Dev. Compo

Assembly
Game Dev. Compo 1st place

Personal pc project Awesome Animal Candy Factory won 1st place in the Assembly Summer 2022 Game Dev. Compo



1/2016
4/2016

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.

7/2015
12/2015

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.

4/2013
8/2013

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.



REFEREES

Supremacy Games: CEO JARI PAUNA

-Company website: supremacygames.fi/
-Contact details available upon request.

Sulake: Furniture Design Lead VILLE VUORINEN

-Company website: sulake.com
-Contact details available upon request.

Superplus games: CEO KALLE JYLY

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



INTERESTS & HOBBIES

