

JENNY TIRKKONEN

Senior 3D Game Artist

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PROFILE

Experienced 3D Game Artist Generalist with well balanced skillset, empasis on modelling.

I'm an independent problem solver with a can do mentality, deep curiosity for everything and love for building better more optimated pipelines.

+10 years of commercial experience working with Blender.

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 literal 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

8/2025 – 6/2026
Stadin AO
TEACHER 3D ART & GAME PRODUCTION
Teaching of 3D modelling, texturing, sculpting, animation and game engine skills in a vocational study programme. Guiding and mentoring of the students and evaluation of their trial artwork.

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 occational larger environments, for the mobile game Hotel Hideaway. Additional tasks in onboarding of younger

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

BCON 2024
Speaker

Assembly
Game Dev. Compo

2026
Revenge of the Gummy Bears **1st** place
2024
Splash Patrol VR **3rd** place
2023
Bukkit Rokkit **2nd** place
2022
Awesome Animal Candy Factory **1st** place
2015
Hot Doggety! **2nd** place

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.

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.

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