

# JUHA-MATTI PULKKINEN

## GAME DESIGNER

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juhamattipulkkinen.com

Based in Tampere, Finland.

## OVERVIEW

A veteran game designer with 19+ years of industry experience and contributions to 45+ published titles. Graduate degrees in both art and science create a complimenting blend of theory and practice.

## COURSES

Certified Scrum Master, 2020  
Entrepreneurship Course, 2009

## LANGUAGES

Finnish, native  
English, excellent  
Romanian, basic  
Swedish, basic

## INTERESTS

video games, board games and role-playing games; piano, violin and composing music; drawing, painting and graphic design; web design and programming; writing; physical exercise, psychology and minimalism.

# EXPERIENCE

## GAME DESIGNER

LIGHTHEART ENTERTAINMENT / 2022 -

Various game design tasks on the mobile game *Mr. Autofire*, including but not limited to systems, features, game balance, UI/UX, and content design including heroes, pets, skills and items.

## GAME DESIGNER

KOPLA GAMES / 2018 - 2021

Game design and feature team leading on *Nonstop Knight 2* with dedicated areas of responsibility in content design and game balance. Third year consisted of game prototyping and game design on soft-launched *Jetpack Cats*.

## GAME DESIGNER • GRAPHIC DESIGNER • PRODUCER

KYY GAMES / 2010 - 2018, 2022

Producing, game design and graphic design as needed on titles such as *Knights of Pen & Paper 2*, *Cabals: Magic & Battle Cards* and *Afrikan Tähti*. More sporadic responsibilities included web design, PHP programming and supervising graphic design trainees. Returned in 2022 for 4 months to assist in game design.

## GAME DESIGNER • GRAPHIC DESIGNER

RANDOM STAR GAMES / 2009 - 2010

Game design, graphic design, illustration and web design for the digital card game *Mythoria*.

## WEB DESIGNER • ILLUSTRATOR

FREELANCER / 2008 - 2014

Occasional freelance work consisting of illustration, web design and guest lectures.

## QA ENGINEER • GRAPHIC DESIGNER • GAME DESIGNER

UNIVERSOMO • THQ WIRELESS / 2006 - 2007

Worked on mobile games with IPs such as *Star Wars*, *Indiana Jones*, *300* and *Puzzle Quest*. In addition to graphic design and QA work, contributed to game design and level design on several titles.

# EDUCATION

## MASTER OF SCIENCE

UNIVERSITY OF TAMPERE / 2010 - 2014

- *Interactive Media* with minors in *Interactive Technology* and *Psychology*
- Thesis: *Design Values of Digital Role-Playing Games*
- Was awarded with a scholarship

## BACHELOR OF ART

TAMPERE UNIVERSITY OF APPLIED SCIENCES / 2004 - 2008

- *Interaction Design*
- Thesis: *Mobile Game Interface Design*
- Was awarded with a scholarship

## MATRICULATION EXAM

KANGASALA UPPER SECONDARY SCHOOL / 2000 - 2003