

# JUHA-MATTI PULKKINEN

GAME DESIGNER & GRAPHIC DESIGNER

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## SUMMARY

I'm a creative and versatile designer with graduate degrees in both art and science as well as 12+ years of industry experience. Being very passionate about creativity, I always aim to provide more value than the bare minimum. In addition to career opportunities, I'm interested in freelance work within the fields of game design, graphic design, illustration and web design.

## LANGUAGES

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

## INTERESTS

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

# EXPERIENCE

## GAME DESIGNER

KOPLA GAMES / 2018 -

Game design on Kopla's mobile game titles.

## PRODUCER & GAME DESIGNER & GRAPHIC DESIGNER

KYY GAMES / 2010 - 2018

Producing, game design and graphic design as needed on titles such as Cabals: Magic & Battle Cards, Knights of Pen & Paper 2, Cabals: Card Blitz and Afrikan Tähti. Additional responsibilities have included art directing, web design, PHP programming as well as supervising and evaluating graphic design trainees.

## GAME DESIGNER & GRAPHIC DESIGNER

RANDOM STAR GAMES / 2009 - 2010

Responsible for the illustration, graphic design, game design and web design of the digital card game, Mythoria.

## WEB DESIGNER & ILLUSTRATOR

FREELANCER / 2008 -

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

## GRAPHIC DESIGNER & QA ENGINEER

UNIVERSOMO & THQ WIRELESS / 2006 - 2007

Worked on mobile games with established IPs such as Star Wars, Indiana Jones and Puzzle Quest among others. Graphic work included graphic design, concept art and asset porting. Also 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.

## ENTREPRENEUR

ENTREPRENEURSHIP COURSE / 2009

## BACHELOR OF ART

TAMPERE UNIVERSITY OF APPLIED SCIENCES / 2004 - 2008

Interaction Design and Graphic Design. Thesis: Mobile Game Interface Design. Was awarded with a scholarship.

## MATRICULATION EXAMINATION

KANGASALA UPPER SECONDARY SCHOOL / 2000 - 2003