

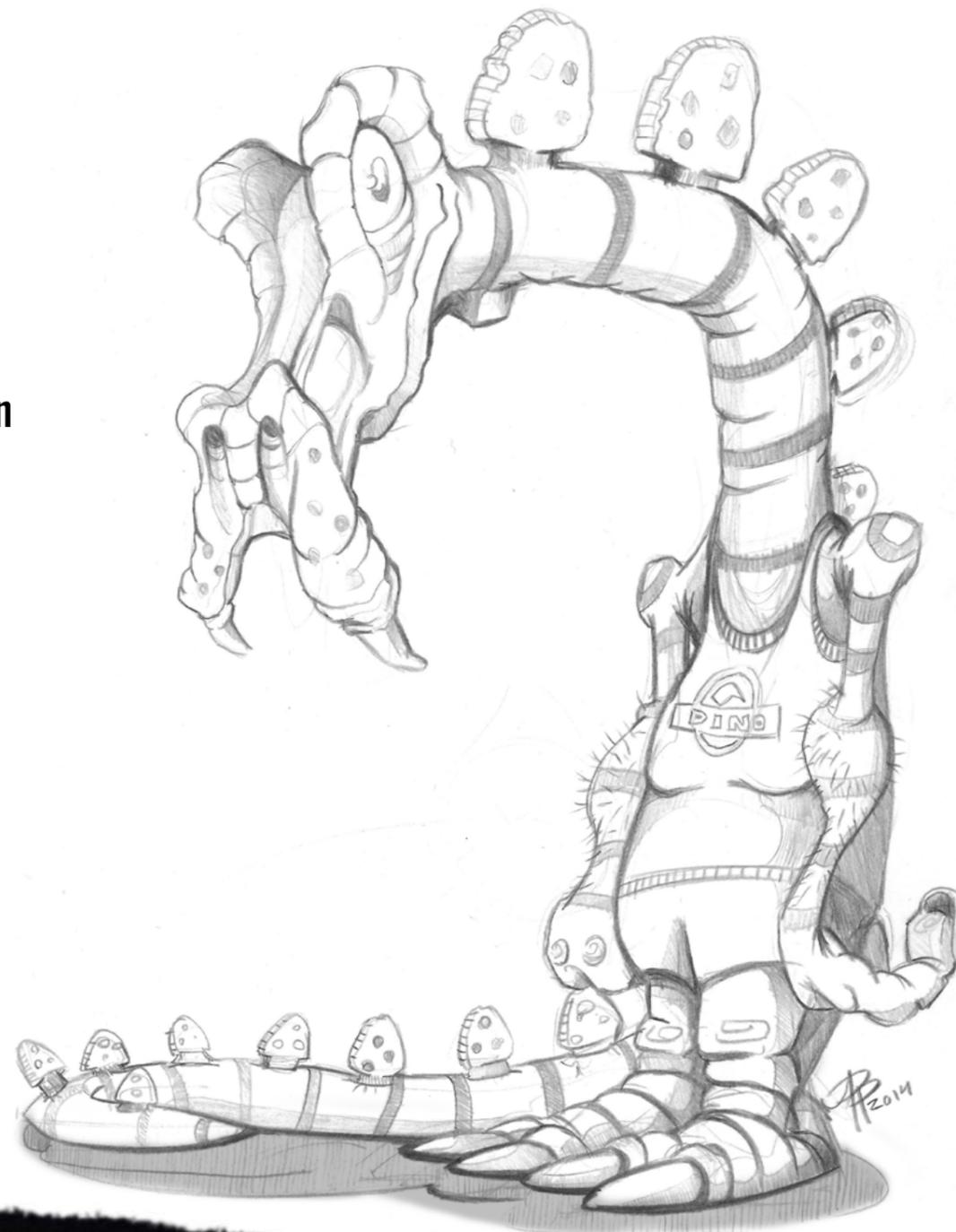


# CREATIVE PORTFOLIO

Pekka Puhakka  
2015

This portfolio contains absolutely creative stuff from the fields of vehicle design, industrial design and game arts.

Enjoy!



## CONTENTS:

### ME AND MY CV

The Crawler - Batmobile - Transportation design graduation project  
Toyota Piccolo - Toyota Material Handling 2016- competition apply  
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Terra Manna - Green boat concept

GardenBot - Concept for Probot Ltd.

PappaTunturi - Wooden moped prop.

Electrolux ACT - Health carpet

Sesam - Dry toilet

Hiili - Computer case design

Mitsubishi Friends - Character development for Mitsubishi Forklifts

Tripworks Ltd. - Game artist

Boomlagoon Ltd. - Game artist

Misc. creature art

Misc. Illustrations

## TRANSPORTATION DESIGN

## INDUSTRIAL DESIGN

## GAME ART & ILLUSTRATIONS

# CV

Lahti University of Applied Sciences Institute of Design and Fine Art Transportation Designer (BA)	01/ 2013 - 05/ 2015
North Karelia University of Applied Sciences Industrial Designer (BA)	08/ 2005 - 12/ 2010
North Karelia Adult Education Centre Industrial carpenter examination	10/ 2003 - 04/ 2005
North Karelia College, Crafts and Design Wood - Artisan	08/ 1999 - 09/ 2003

## EDUCATION

Game Artist (Artist trainee)	Boomlagoon Ltd. Helsinki	06/ 2014 - 08/ 2014
Game artist	Tripworks Ltd. Joensuu	01/ 2012 - 12/ 2013
Carpenter (trainee)	Joensuu City Theathre Joensuu	08/ 2011 - 12/ 2011
Designer (Fixed-term position)	D'art- Design Service Centre Joensuu	06/ 2010 - 08/ 2010
Ceramic worker	Iittala Ltd, Arabia Factory Helsinki	09/ 2008 - 06/ 2009
Printing worker	Punamusta Ltd. Joensuu	05/ 2005 - 08/ 2008
Factory worker (summer job)	Valio Ltd. Helsinki	05/ 2007 - 08/ 2007
Boatbuilder (Trainee)	Aki Ruotsalainen Tmi. Nurmes	02/ 2004 - 08/ 2004
Printing worker	Suomen painotuote Oy Joensuu	02/ 2003 - 09/ 2003

## WORK EXPERIENCE

## PEKKA PUHAKKA

DOB: 31.08.1983  
Address: Lahdenkatu 10 as. 11, 15140 LAHTI, FINLAND  
Email: teppo.puhakka@gmail.com  
Phone: +35850 5754 248  
LinkedIn: [Pekka Puhakka](#)

Hi!

I am Pekka Puhakka, 32 year old desiger from Lahti. At the moment I am looking for job from the fields of creative arts and industrial design.

I am positive person who gets inspired of nature, innovations, art and daily situations and life itself. In my free time I like to be connected to nature, listen to some good music or watch movies or go fishing. Most of all love to draw, which is the most beloved hobby I have.

As designer my strenghts are quick ideation and sketching skills. I am hard working person who likes to solve problelms trying always to see opportunities and things also out of the box. I love learning which is life long road. I think I have quite good eye for design, graphic arts and illustrations. I think I would be good catch to hire. :)



## LANGUAGE

FINNISH NATIVE  
ENGLISH GOOD  
SWEDISH BASICS  
GERMAN BASICS

## IT - SKILLS

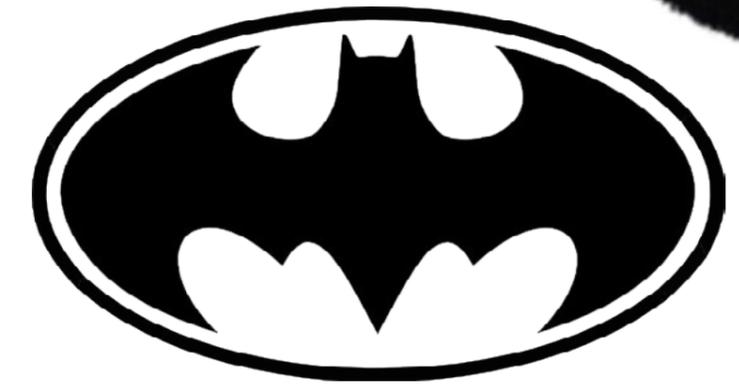
I am skilled Adobe Photoshop-, Illustrator and InDesign user. My 3D-modelling tool is Rhinoceros. Nowadays I use also T-splines with it. Keyshot is the software I use to make renderings. Office programs are familiar to me as well.

## SKILLS

I have strong arts and crafts background and I have gather knowledge to build real things from mock-up's to furnitures and props to wooden rowboats. My work experience from ceramics to printing house work to design work and most recently artist's work in game industry has gave me wide perspective and open mindset to do things in different fields. I think that is the most vital asset and strenght in me as designer.

## AWARDS

- 2015 Honour mention in RDVelho - Design competition with Junttan Black Crane- Concept
- 2014 +70 in Electrolux Design Lab 2014 - competition.
- 2014 Fifth place in product competition held by Umbra.
- 2013 Second place in Lahti City Bus design-competition.
- 2012 Finalist in Designia Peliin- game graphic competition held by Pelit-magazine for Finnish game companies.
- 2011 Hettich International Design Awards design nomination.
- 2010 Winner, Human Security Grid - Logo competition.



# THE CRAWLER

## THE BRIEF

The crawler is my Batmobile-concept I did in spring 2015. The project is my vehicle designer graduation project from Lahti Institute of Design and Fine Arts, Finland.

I designed my own version of the legendary Batmobile. The project was traditional design process starting from information research to sketching and 3D-modelling and final design.

The project is student work and it has nothing to do with DC-Comics that owns all the copyrights to Batman.

Project tutor:  
Jarno Lehtinen, Carvd Ltd.

Fire



Speed



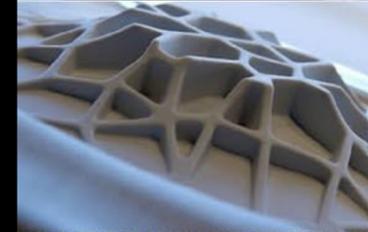
Coal



Stealth-technology



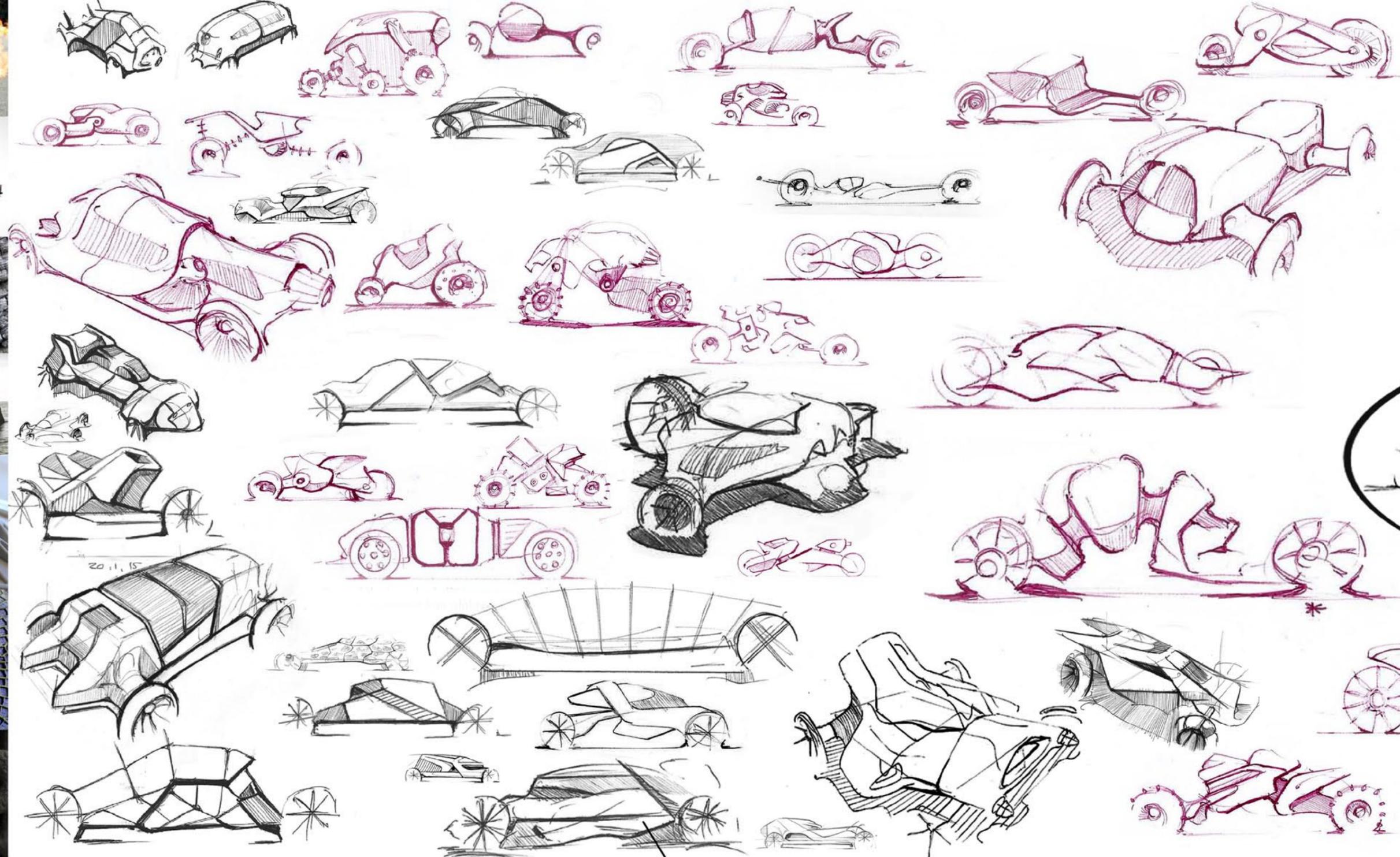
3D-Printing



Nature Forms

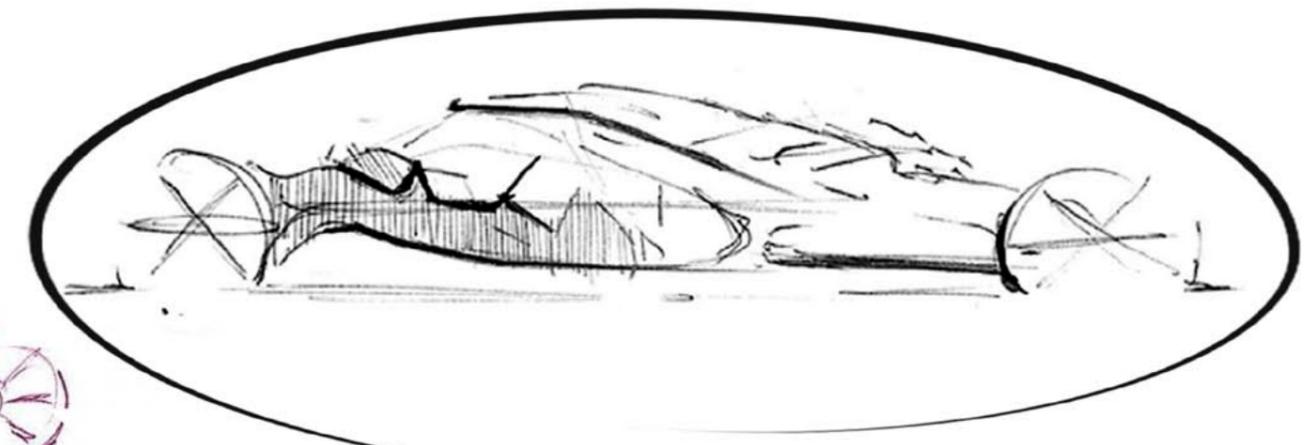


Bone-Structures



### RECEARCH, MOODS AND SKETCHING

I made my information research by absorbing Batman comics, movies, books, games and animations. After the deep and focused research I made moodboard that consisted of techincs and feelings that I wanted to keep as a target for the project. With the moodboard on my side I started my sketching period that took one month. During that time I drew hundreds of small sideview sketches and picked the most interesting one for further design study. In the end I found one keysketch that I started to evolve.



KEYSKETCH

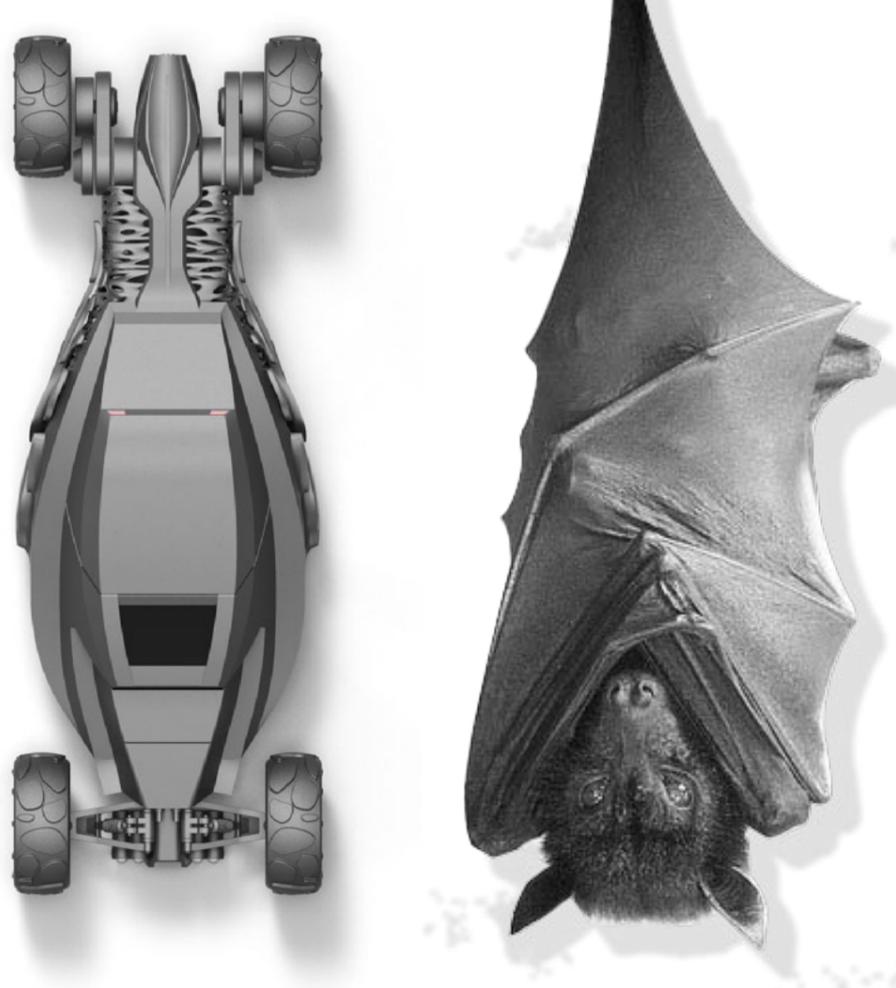
## DESIGN, FUNCTIONS AND MATERIALS

The concept was defined by me with sketches from multiple viewpoints to get the mood right for the the project. I made the final design by Rhinoceros in 3D-environment.

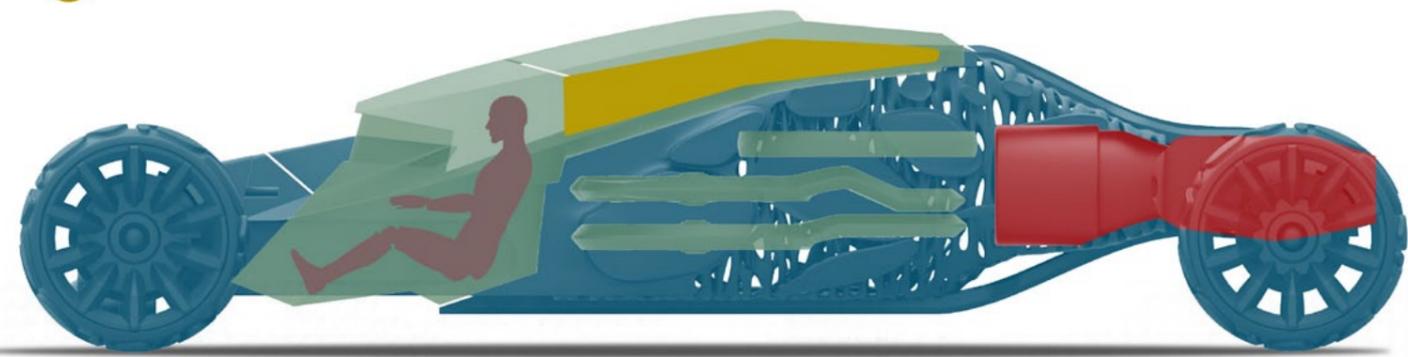
I tried to follow keysketch and add some bat-like elements to design. The top view got mood from sleeping bat and the front got some language to it's elements from bat's head. The car is ment to hunt the criminalsin the dar.

The car is partly helicopter. It can rise up from the chassis leaving the chassis to wait the copter to return. It gives Batman the opprtunity to be more efficient as a hero.

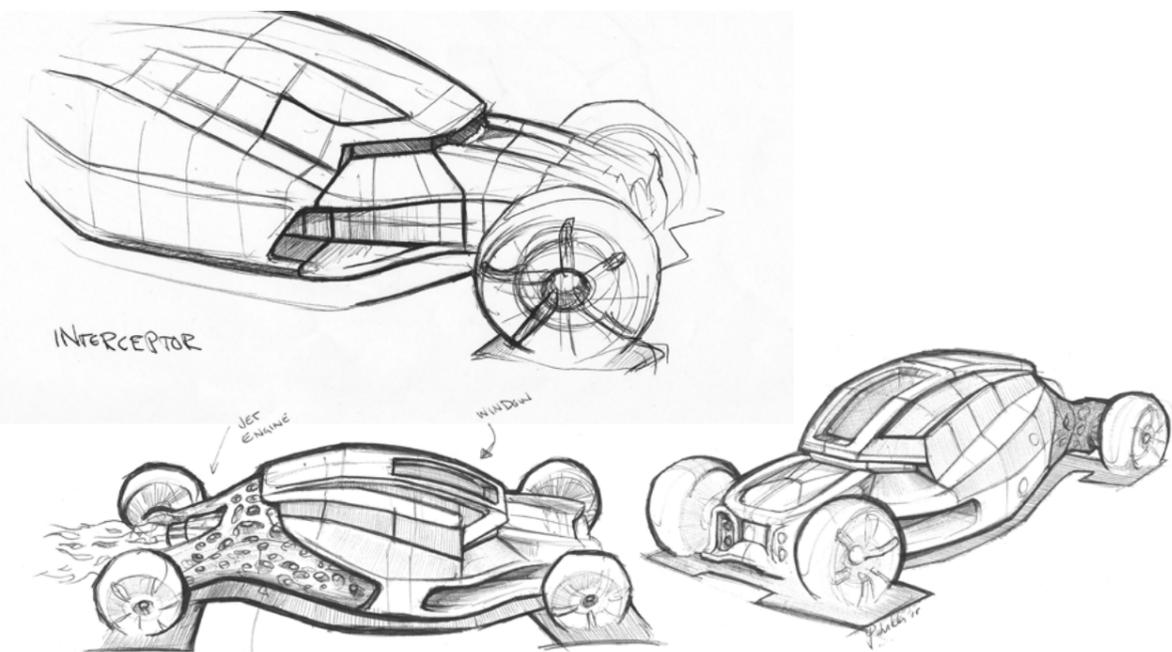
The chassis is made of metal and new kind of 3D-printable orcanic tissue that collects water and moisture to power the hydrogen motor. The car collects also heat of sunlight and transforms it to electricity that powers the electronics of the helicopter.



- JET ENGINE AND MOTOR
- COPTER AND ROTORS
- THE CHASSIS
- COPTER BATTERIES AND ELECTRONICS.



## BATMOBILE TRANSFORMS TO COPTER

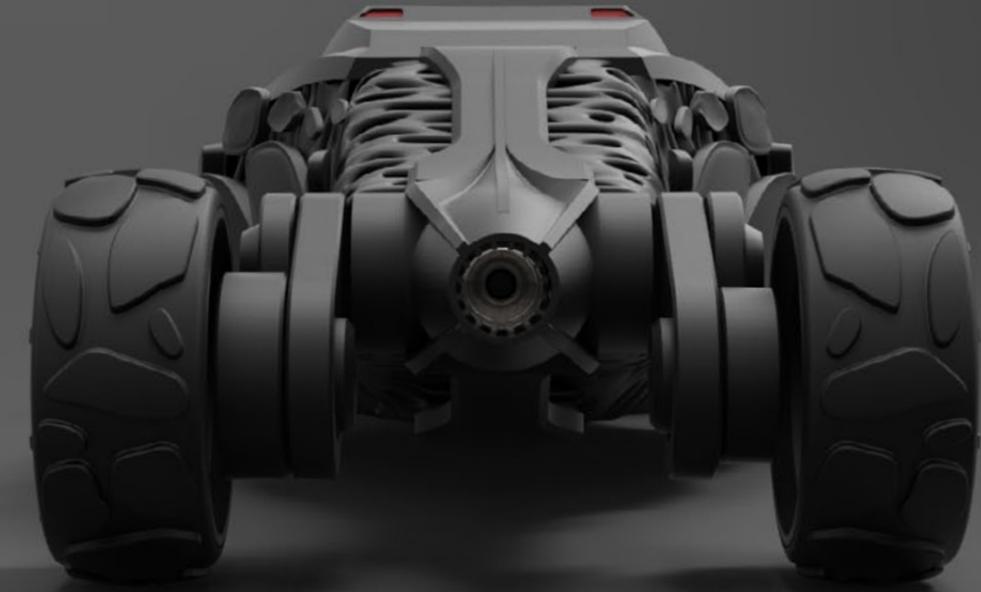


## FINAL DESIGN:

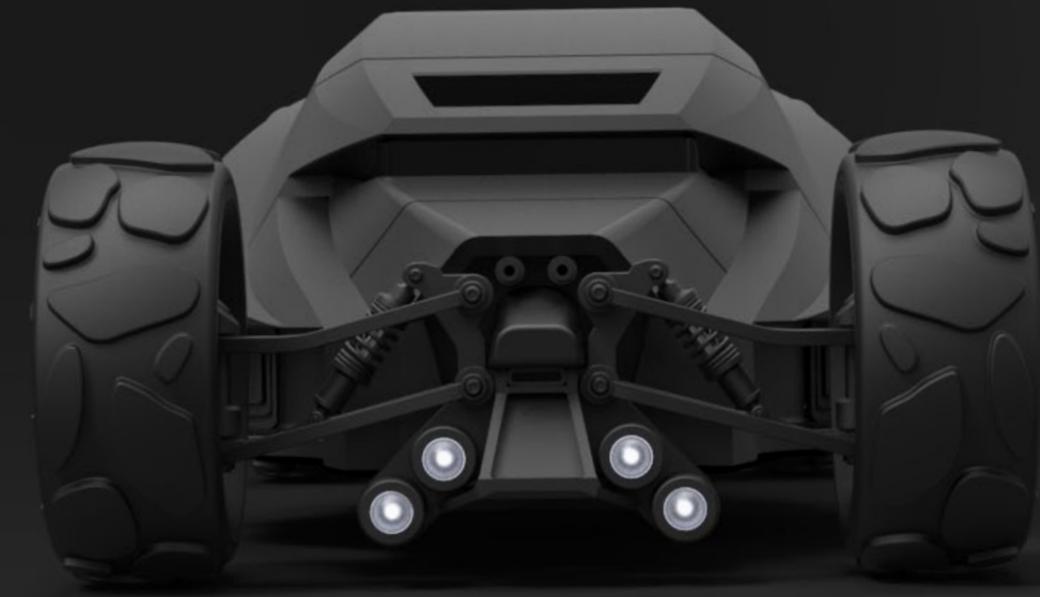
The Crawler is blending of something old and something new. The car is big, black and nasty monster that appears from the shadows to hunt the criminals in the streets. The car is made of 3d-printed organic materials and steel and it can transform itself to copter to patrol Gotham City from the air.

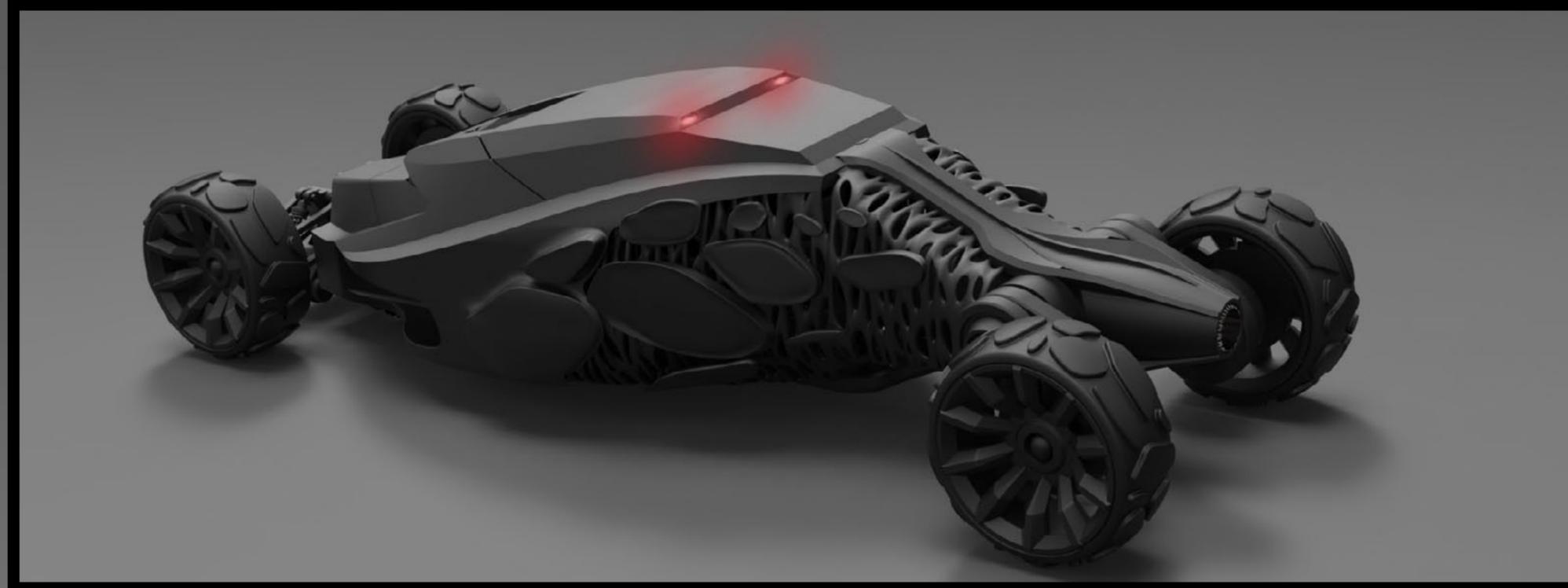
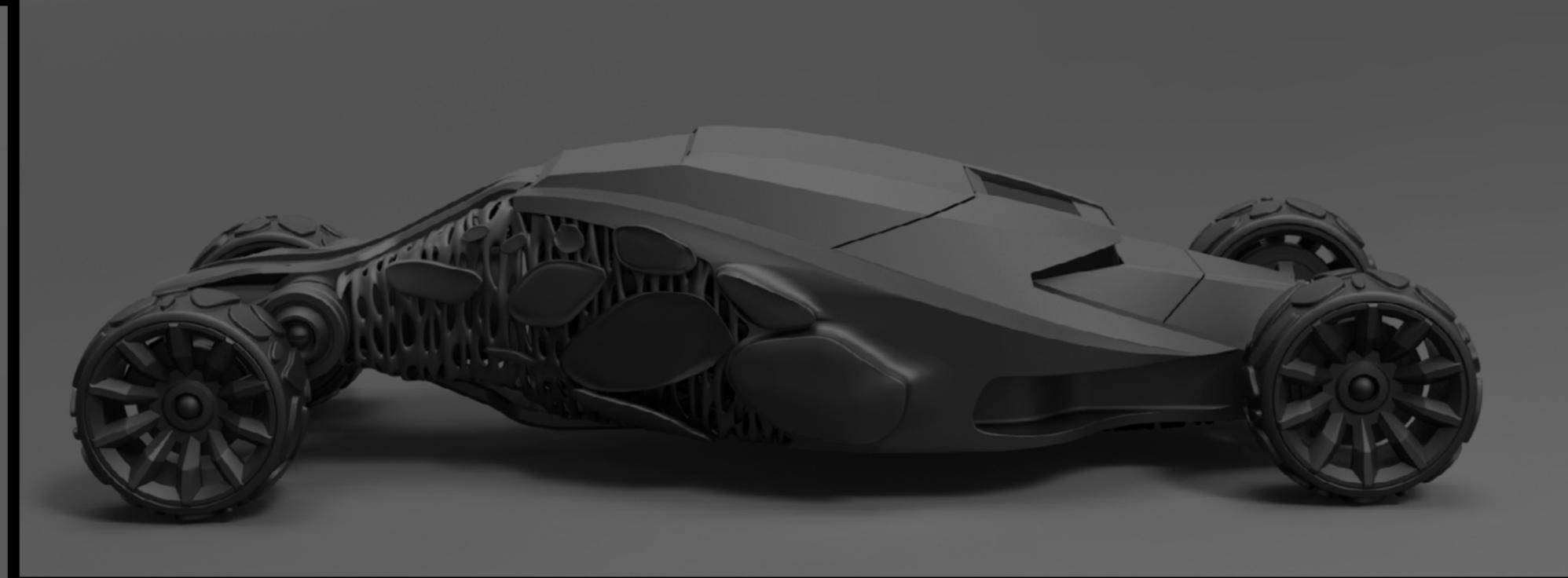
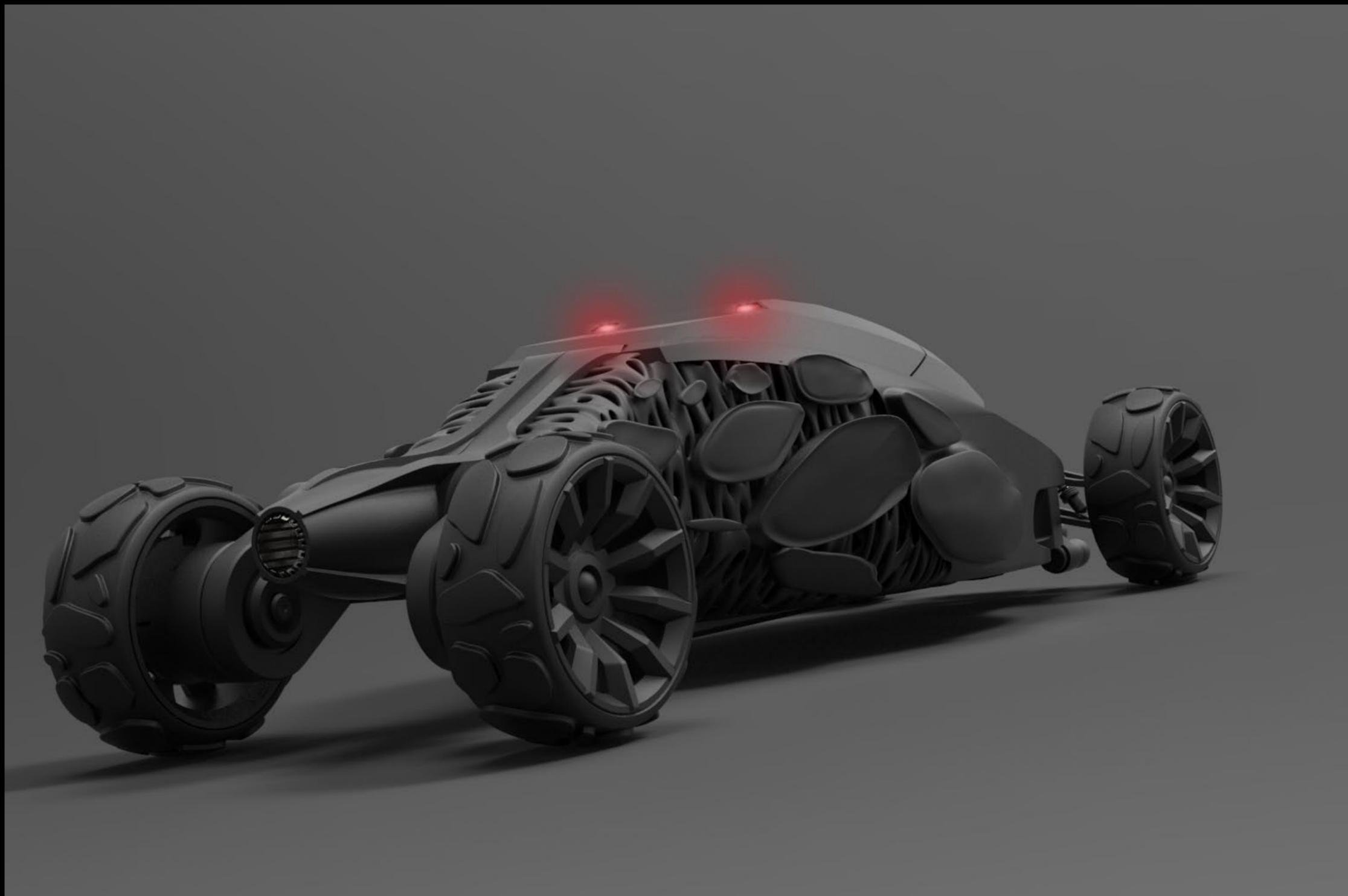


Back view:



Front view:









# **TOYOTA** **PICCOLO**

## THE BRIEF

Toyota Logistic Design Competition 2016 is annual design contest for design students and recently graduated designers around the globe. The competition task was to absorb the future and design forklift like never before for Toyota.

My design is called Piccolo and the concept is tightly wrapped around the theme of safety and easy driving in production facilities and factories.

Piccolo is small electric forklift that offers 360 degree free driving. It's environment aware safety systems includes emissive safety lights, moving counterbalance and intelligent cameras.

The apply is waiting judging. Finalists are going to be announced in November 2015.

 **TOYOTA**  
**LOGISTIC DESIGN COMPETITION 2016**  
**COMPETITION ENTRY**



1079mm



1120mm

2000mm



2328 mm

### THE CONCEPT

Piccolo mix the segments of bigger and smaller forklifts offering strong power packed into small size. The final design is small and environmentally friendly forklift inspired by Finnish design and nature.

The vehicle is designed especially production facilities in mind.

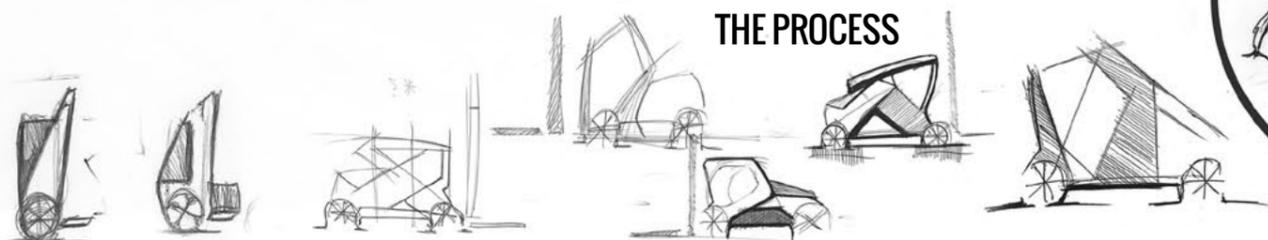
Emissive body lights



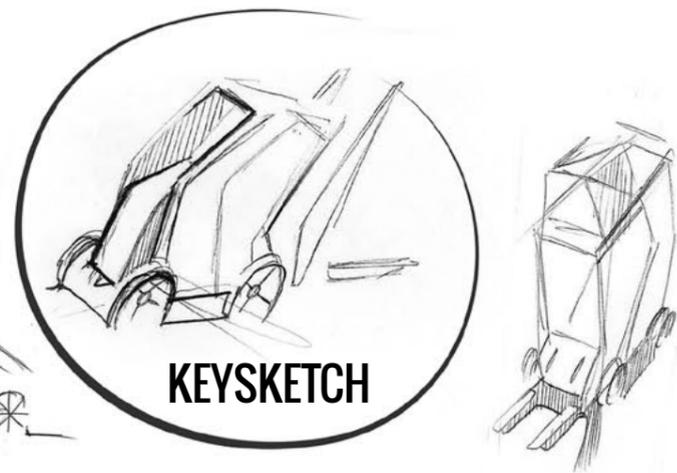
Rear tyre is ball tyre, which is movin inside the tail case freely with help of ball bearings.

360° turning electric motored front wheels

### THE PROCESS



### KEYSKETCH



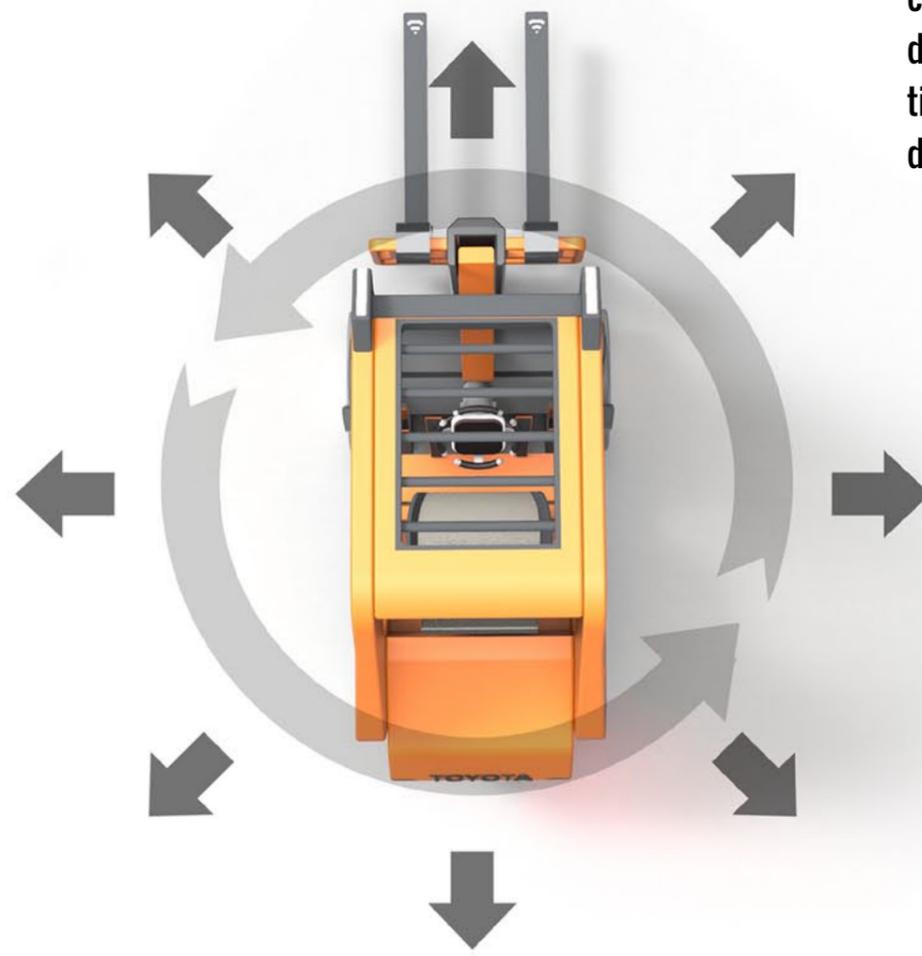


### AUTOMATICALLY MOVING COUNTERBALANCE

Piccolo has intelligent, balancing counterweight that will automatically balance the forklift in line by changing the center of gravity. This will help in situations when load is going to cause wobbling.

### 360° TOTALLY FREE DRIVING

Production facilities and warehouses often are tight and busy and corridors can be occupied. This is the reason why Piccolo offers as solution the quick moving without having to reverse again and again. The 360 degree moving function can help a lot to maintain the good workflow when time is money.



### CONTROLS AND SAFETY

Toyota-tablet works as intelligent steering system in the center of the driving wheel. It also builds the connection between driver and management.

Pad is personal for every driver and the vehicle can not be started without it. When pad is in driving-mode the red arrow show driving direction which makes it easy to understand in what direction 360 degree moving vehicle is going.

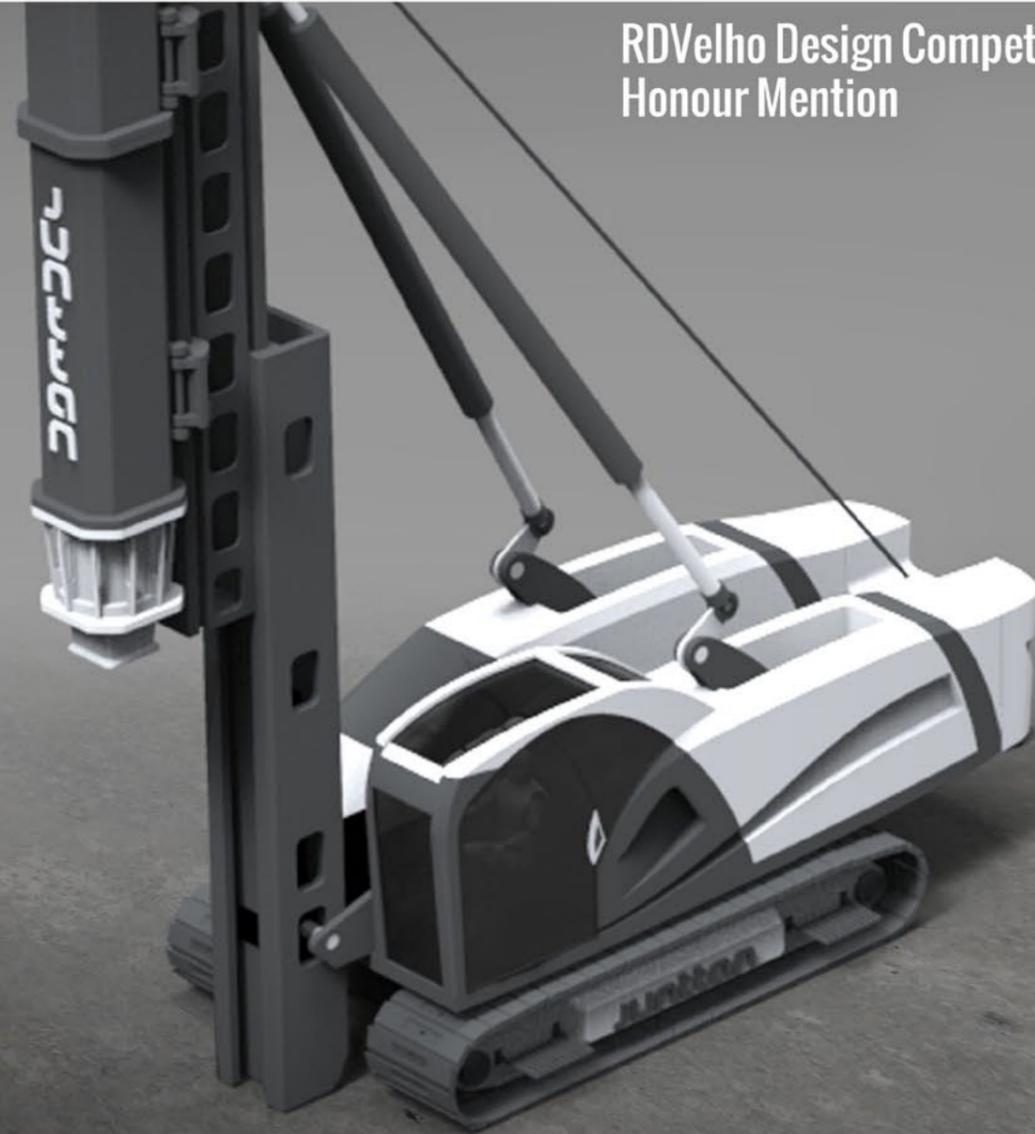


Safety is most essential thing and drivers need to be aware people close the vehicle. Piccolo help driver to spot people by highlighting them in it's mirror monitors.

# JUNTTAN

## BLACK CRANE

RDVelho Design Competition 2015  
Honour Mention



### THE BRIEF

RDVelho design competition is annual design competition for students and designers. The competition 2015's brief was to design new hydraulic pile driving jig for Junttan Ltd. from Kuopio, Finland.

The competition gave quite free hands for the design. What Junttan was looking for was new design ideas and features for their next generation machines.

My competition entry is called Junttan Black Crane and it took the 3<sup>rd</sup> place and got the honor mention in the competition.

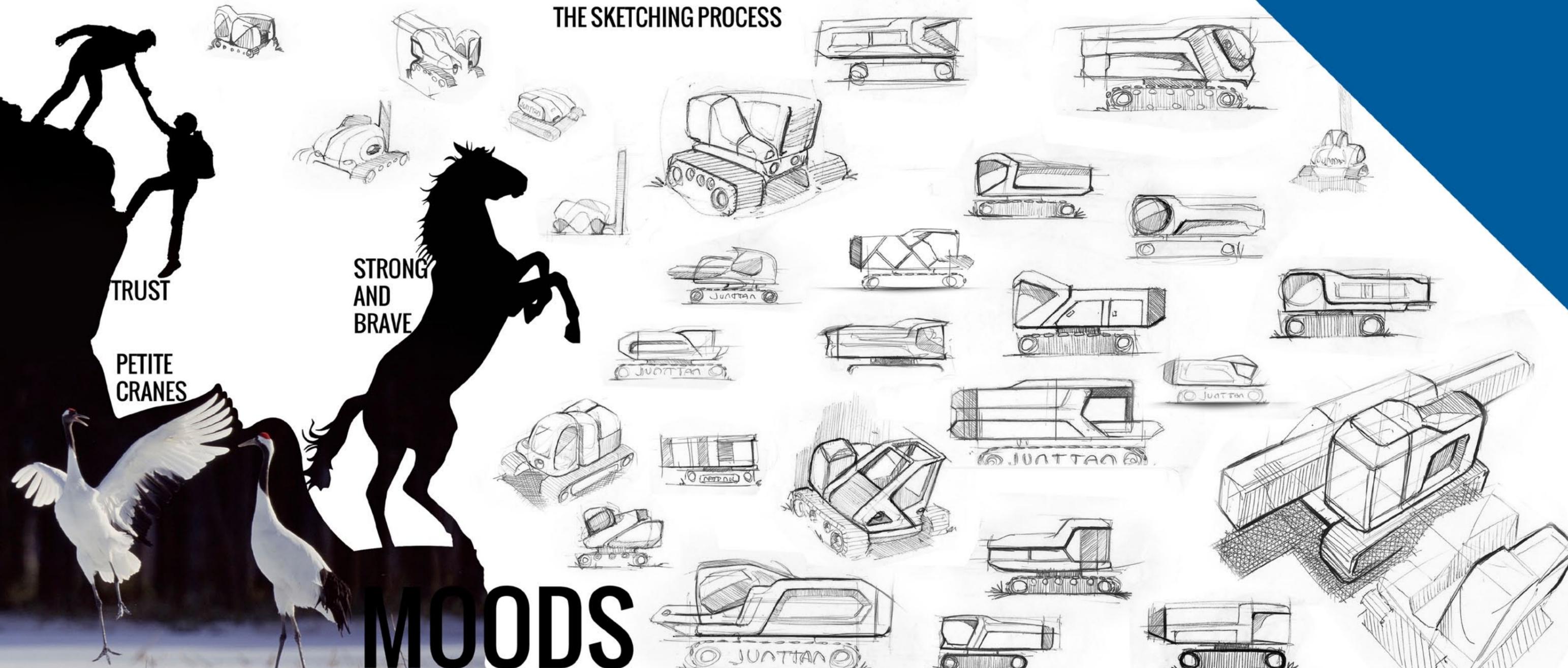
## RESEARCH, MOODS AND SKETCHING

During the process I went through all the different manufacturers who are producing pile driving jig's in the world. Then what I saw got me to plan the moodboard that helped me to define the theme that I wanted to achieve.

My themes were based around cranes that are petite birds and especially autumn times they are familiar sight in every field in Finland. Their anatomy was one of the sources of inspiration. I also wanted to get the machine to be strong keeping the customer trust as well.

I tried to define my ideas by sketching the subject mostly from side view. The key sketch was full of tensioned lines which made it to be the most interesting to continue and start to design the machine in 3dD-environment.

### THE SKETCHING PROCESS

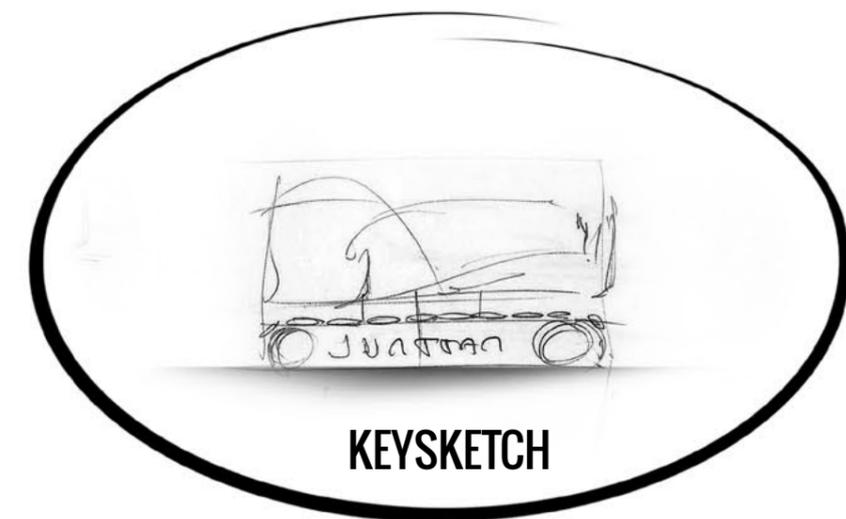


TRUST

STRONG  
AND  
BRAVE

PETITE  
CRANES

# MOODS



KEYSKETCH



## FINAL DESIGN

The final design was based to key sketch and took a lot of influences of other sketches and moodboard as well. The competition apply was made in rhinoceros and rendered with keyshot.

I wanted to get the outcome to be more sporty than what the products today are. Especially I put efforts to get the drivers visibility around to be excellent.





Mercedes-Benz Quantum



## THE BRIEF

Our brief was to create a new benchmark for premium electric vehicle segment for year 2025. It was chosen to be branded for Mercedes Benz.

After three intensive months of design studies and weekly concept development stages we got fully functional model of our design finished and rendered.

This project was group work. I was responsible of interior design development and Interior 3D-modeling. The project was done in autumn 2014.

JONAS VARTOLA  
Project tutor

OLLI SEPPÄLÄ

Project organizer  
Exterior development  
Interior development

ANTTI LAUKKANEN

Exterior development

KALLE KEITURI

Exterior development

VILJAMI RÄISÄNEN

Interior development  
Animation

PEKKA PUHAKKA

Interior development

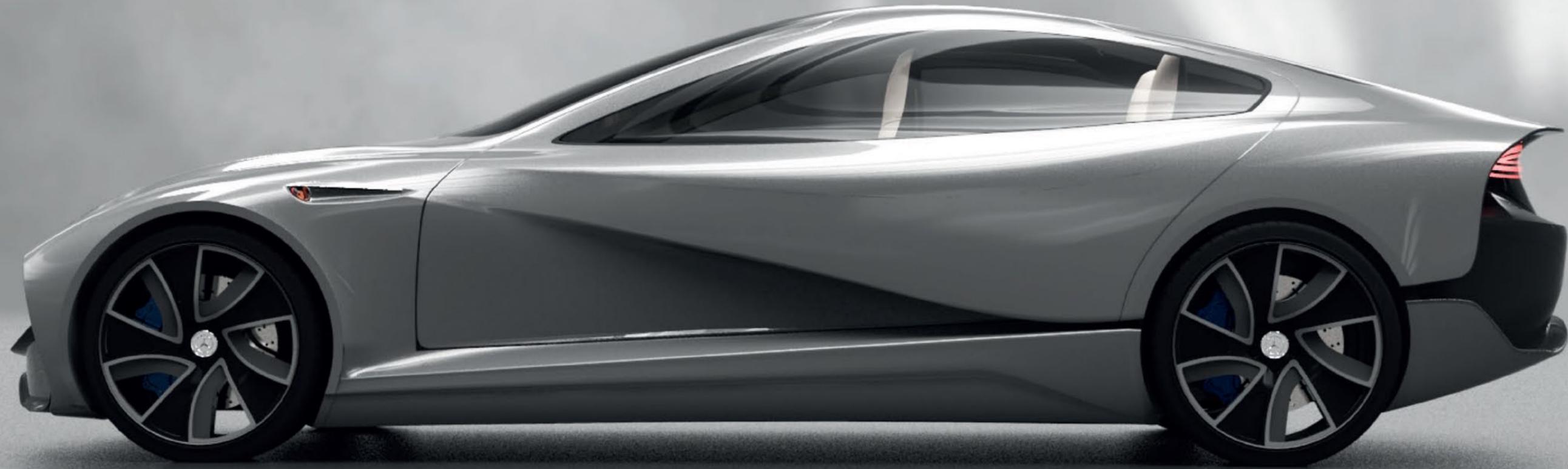
MARKUS NIININEN

Interior development





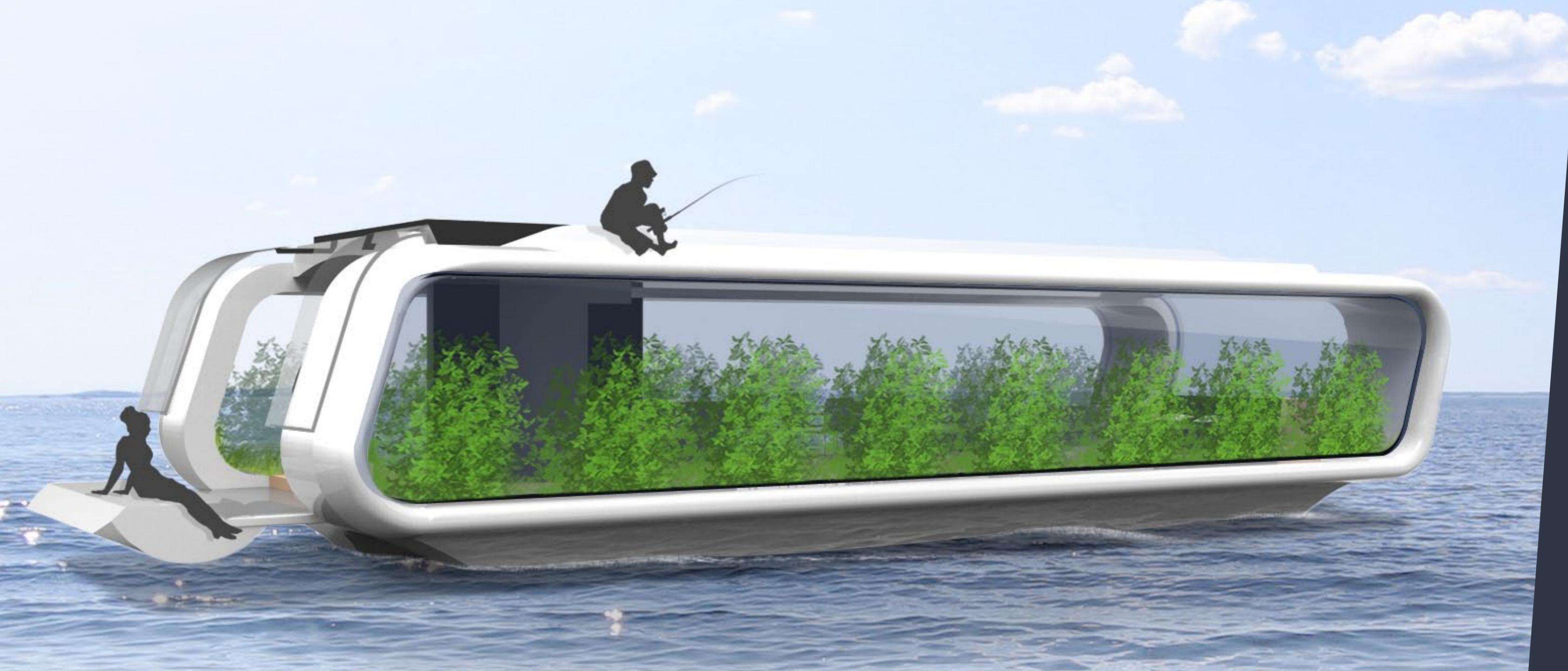
3D-INTERIOR



## Mercedes Benz - Quantum

Behance  
[www.behance.net/quantum](http://www.behance.net/quantum)





# TERRA MANNA

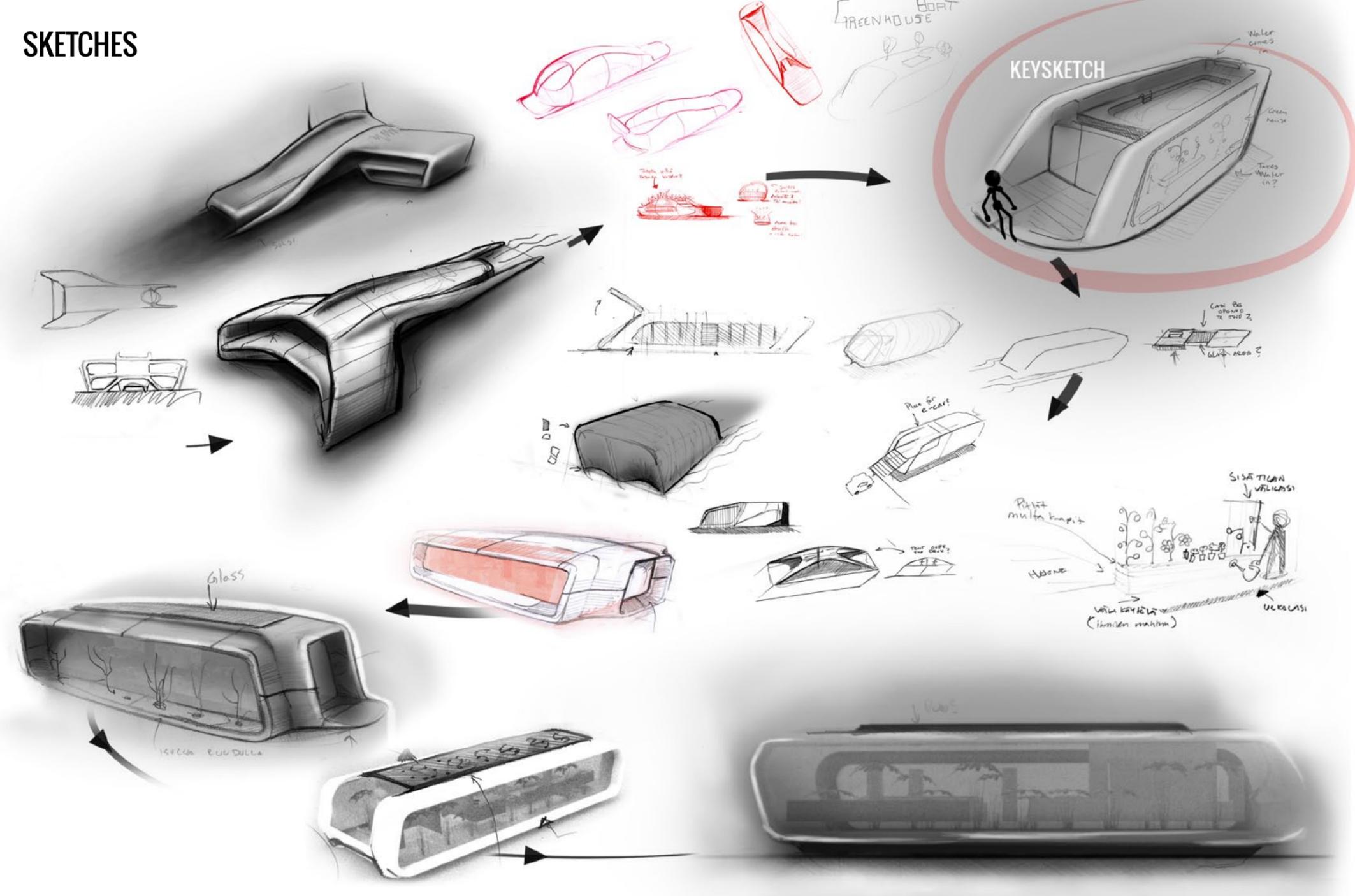
MILLENNIUM YACHT DESIGN AWARDS 2015-  
COMPETITION PROPOSAL

Design:  
Pekka Puhakka  
Sami Kallamäki

Terra Manna is designed for people who have no sailing experience, but who would like to travel and live at the sea .

Terra Manna is home and it can change the scenery when wanted. It has two garden sections integrated into hull to offer food for the people. Occupants are able to enjoy greenery and fresh vegetables which are growing in the boat.

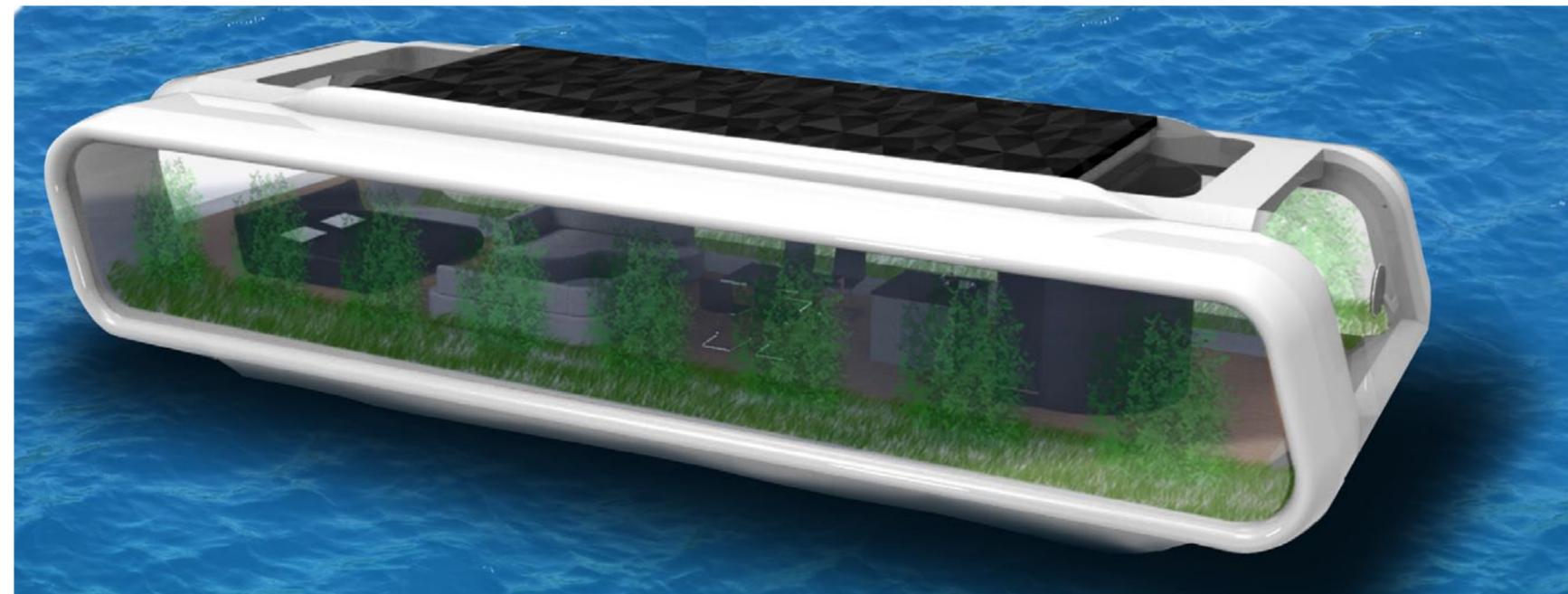
# SKETCHES



# DESIGN PROCESS

The design process started by throwing ideas on the air. The sketches are mine and I use them to bring the idea out.

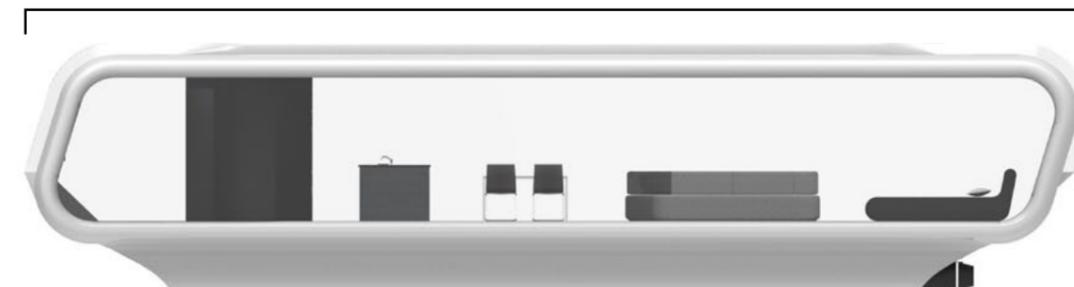
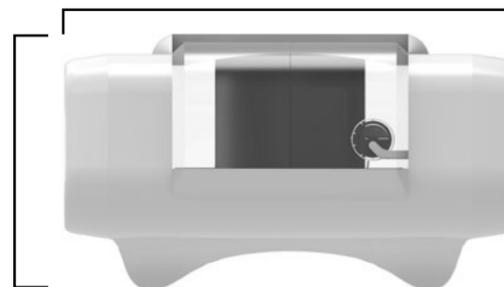
I made the keysketch of the green boat quite early. We wanted to keep the design for all - idea with this concept so the design honours the values of simplicity and practicality. Concept's idea briefly was to be the garden above water. Once the design was defined and all functions decided we modeled the boat with rhinoceros.



7600mm

17650mm

4350mm



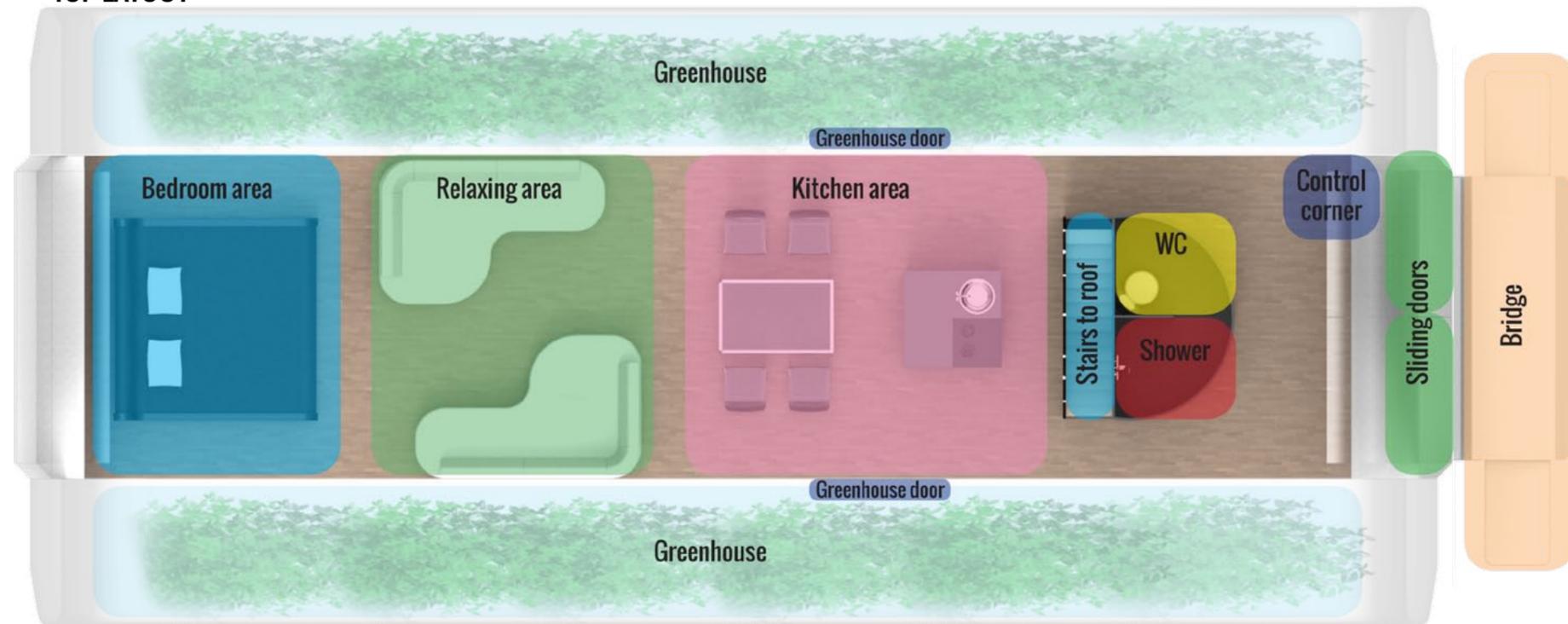
## INTERIOR

The theme of the boat concept is easily seen inside. The room is one big loft- space where the user is surrounded by greenhouses. The space is sectioned in four sections that are bedroom, relaxing area, kitchen and toilet area. Users comfort is the priority thing in this concept.

Stairs to roof are placed between kitchen and bathroom. The entrance to roof is executed with sliding hatch that opens the way up to sunbathe and fishing. As an experience the boat is multifunctional and compact environment.



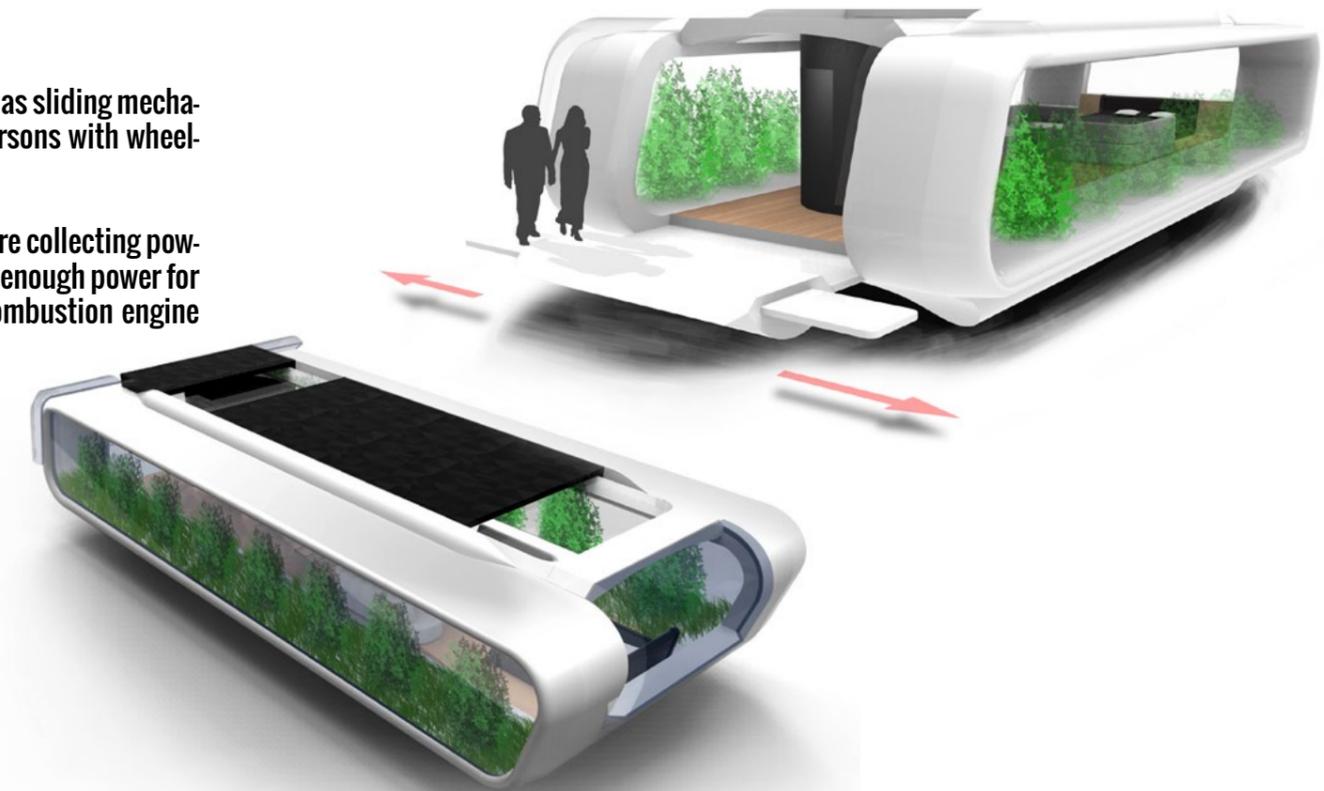
## TOP LAYOUT



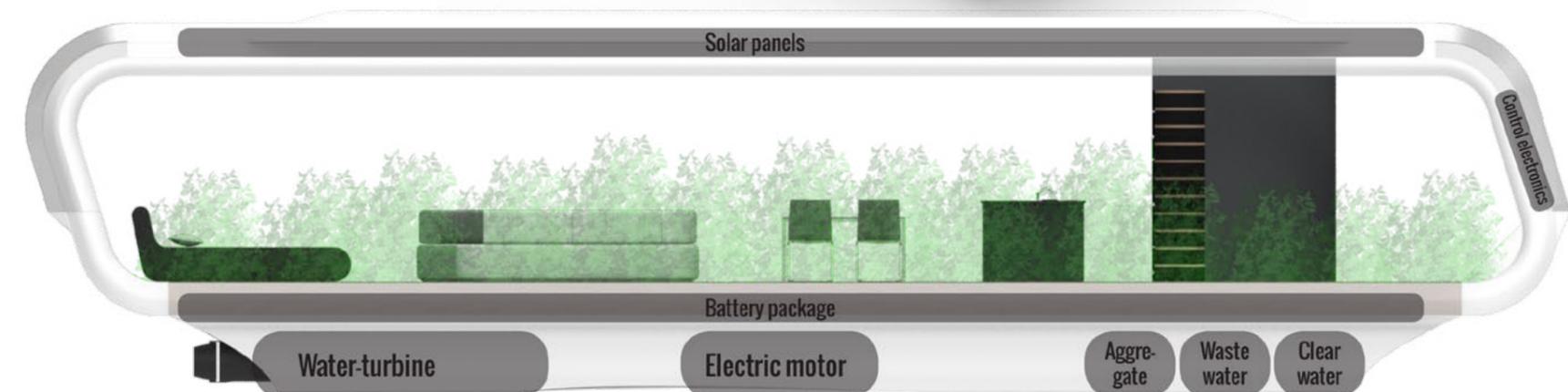
## FUNCTIONS

The main entrance is placed on the front of cockpit and it has sliding mechanism that opens the doors wide open so it is clear for persons with wheelchair to come in.

Boat is powered with electricity. Solar panels on the roof are collecting power to water-turbines those run the boat. The engine will get enough power for the daytrips for the green electricity it collects. Small combustion engine generator supports the vessel if needed.



## SIDEVIEW LAYOUT.



## PROBOT LTD.

Probot Ltd. is high-tech robot company located in Oulu, Finland. They provide custom project design and implementation for various platforms in robotics and automation. The company was founded in 2006.

## MOBILITY MODULE 400

Probot has introduced the new way to build robots. They see that mobile and modular robots are going to be the next big thing in a future of robotics. The first product in serie of robotic building blocks is MobilityModule-400, which is offering a way to transport high payloads and reconfigure the robot easily. All-in-one wheel-module contains motor, batteries and controller.

## THE BRIEF:

Probot Ltd. is searching new product segments that could get benefit of the robotics they are developing. They asked us to develop products around MobilityModule-400 robotic wheel.

The project was led in autumn 2013 by Jarmo Lehtonen from Creanorth Ltd. He was our project leader guiding us through the design process. Jarmo and Ptorbot Ltd. gave us six product groups to choose from which I pick the theme of robot for garden sawing it fresh and wild field to try.

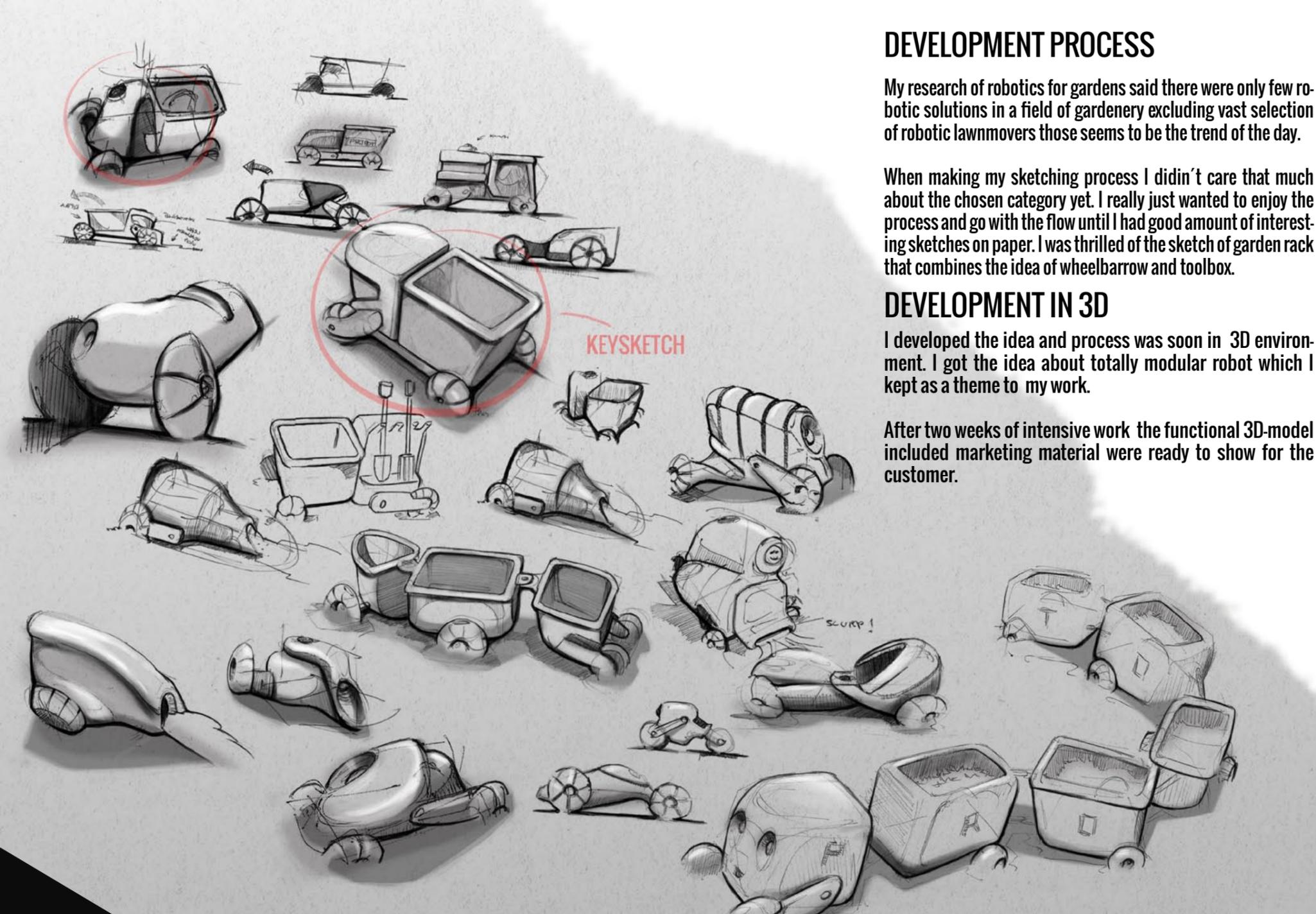
### MOBILITY MODULE 400

Motor power:	400W
Module weight:	14,5 Kg
Wheel Diameter	400mm
Wheel travel per turn:	1255mm
Max continuous speed:	20Km/h
Max torque:	20Nm
Payload per module:	70Kg
Build in battery size:	8000mAh
Interface	CAN (RobotCAN)



**PROBOT**  
GardenBot

PROJECT LEAD: JARMO LEHTONEN,  
CREANORTH LTD, 2013



## DEVELOPMENT PROCESS

My research of robotics for gardens said there were only few robotic solutions in a field of gardenery excluding vast selection of robotic lawnmovers those seems to be the trend of the day.

When making my sketching process I didn't care that much about the chosen category yet. I really just wanted to enjoy the process and go with the flow until I had good amount of interesting sketches on paper. I was thrilled of the sketch of garden rack that combines the idea of wheelbarrow and toolbox.

## DEVELOPMENT IN 3D

I developed the idea and process was soon in 3D environment. I got the idea about totally modular robot which I kept as a theme to my work.

After two weeks of intensive work the functional 3D-model included marketing material were ready to show for the customer.

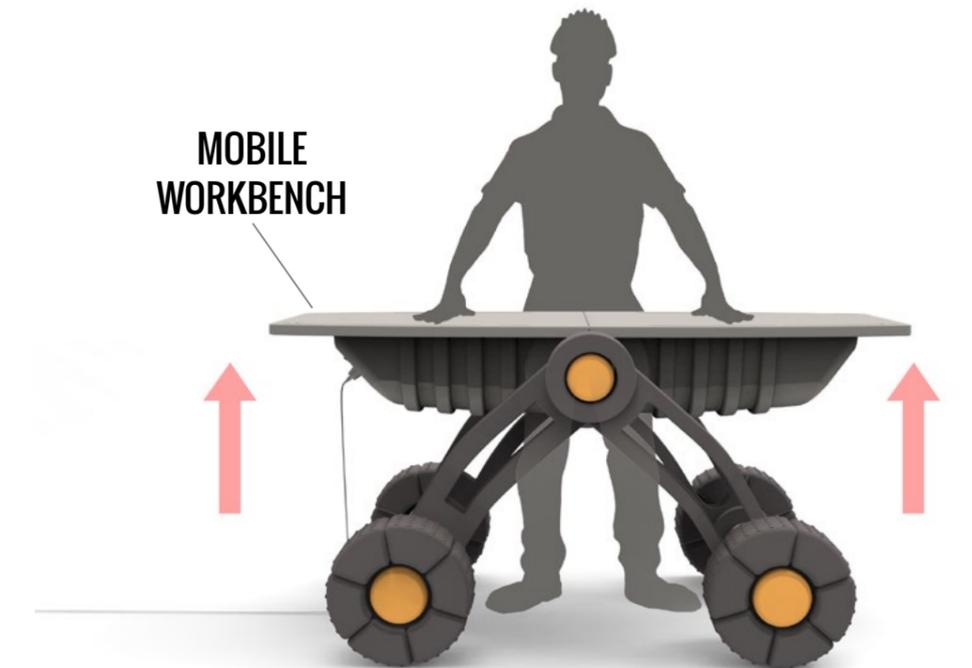
## THE CHASSIS

The end result is modular all-in-one-solution called GardenBot. The robot is consisting of chassis and changeable on top- module family. Multifunctional chassis is the nerve center. As it contains computer to control and move the Bot it contains battery-system that is effective power support on places where is no access to grid.

GardenBot is a robot designed for garden and construction yard use. It aims to make outdoor work to be more economic and pleasant for user. Transformable chassis is able to rise one meter up from the default position. This allows the chassis to be used as workbench.

GardenBot is controlled by Probot-application that can be downloaded to android IOS devices.

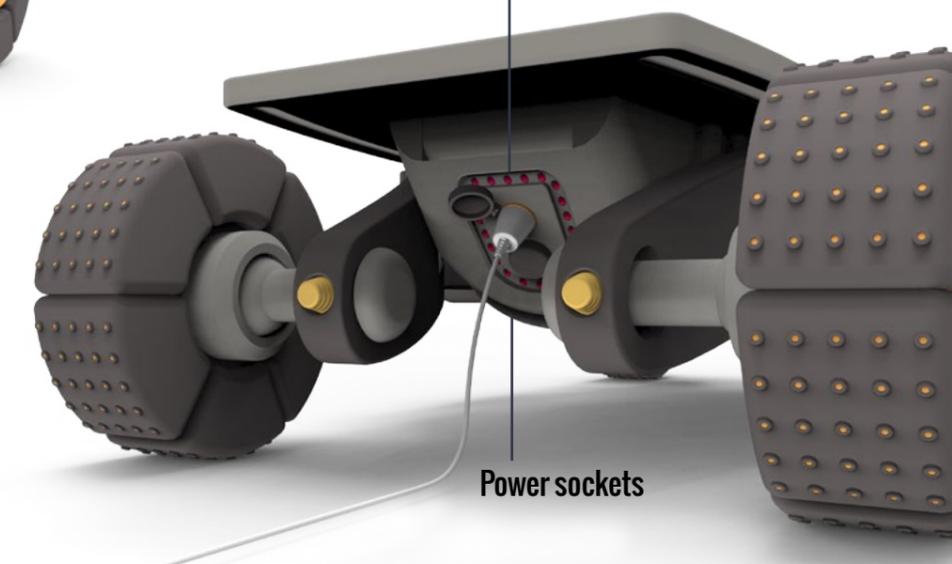
MOBILE WORKBENCH



Blinkers

Headlight

Rear lights



Power sockets

## ONE CHASSIS AND TWO USE

## GARDEN CARRIER

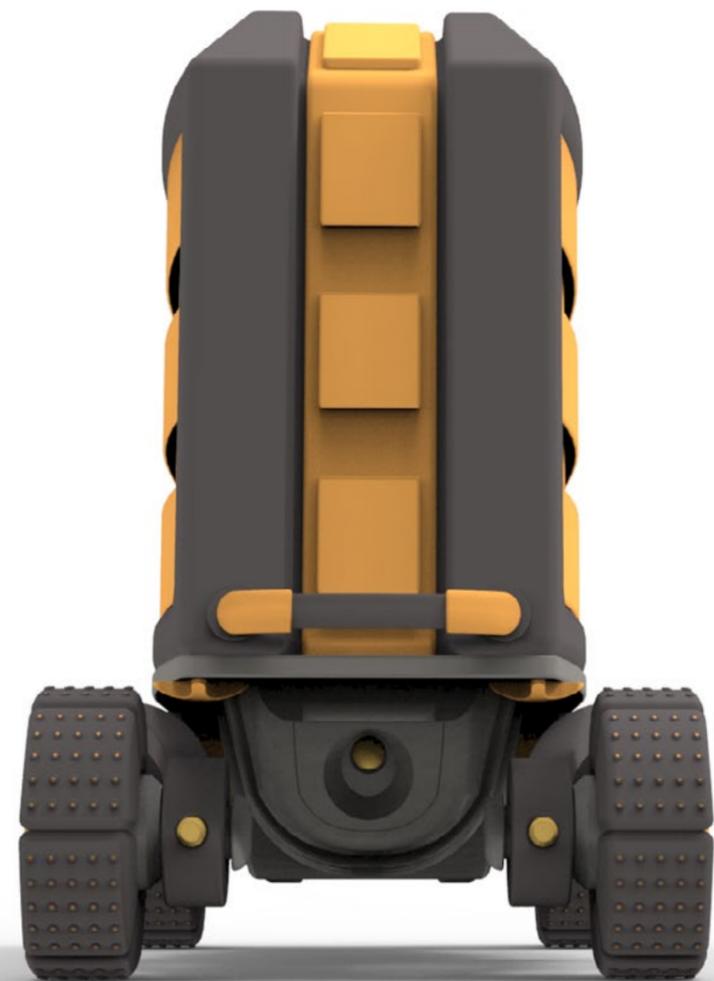
The carrier containers are ideal for transporting. Since they are filled with cargo the robot can navigate itself into destination and unload the load without human help.



## GARDEN RACK

Garden rack is a movable toolbox. It keeps the tools and wares in order sheltering them from the rain. It also keep all the stuff in safe and behind the locked doors.





## THE FUTURE OF GARDENBOT?

The people in Probot Ltd. were delighted of my concept. They see that concept may have global potential and they are going to study the various possibilities it can offer for the company. Probot Ltd. actually have all the technology know-how to build a prototype if they want to.

In my opinion this machine could suit well for garden industry, mining industry, construction industry, food industry and delivery industry. It have also potential to be as a supporting rescue utility in difficult circumstances. I hope to see that concept could evolve into a real product in future.



## WOODEN PAPPA TUNTURI - PROP

WOODWORK: Pekka Puhakka and Juuso Ojanen

METAL WORK: Anssi Suutarinen

SHOW: Poutiaisen Näköinen Mies, 2012

In 2011 autumn I was in internship in Joensuu City Theatre set construction department. During four month period I made settings to three different show. Best task of all was to build wooden Tunturi-moped (finns call it pap-pa-tunturi) for upcoming show.

The moped had to be wooden, because there was no space for real bike to make a turn in stage. We designed the bike during the making and we made it to be the combination of old and new pappa-models in 1:1 size. The project took slightly over month to complete including other sets for the show.

The bike gained a lot of publicity being many times in a pages of local newspapers. The theatre association grant us, the makers, with stipend by saying the prop was one of the best single props ever made in a history of Joensuu City Theater.



**Electrolux** *ACT*  
Health carpet

**HEALTH CARPET**

ACT- health carpet is air purifier and health mat. It can be placed in the floor like carpet or on the wall like a rug.

Carpet constantly cleans the air but when needed it transform to personal trainer that coach user to stay fit by monitoring their body functions and giving training advices.

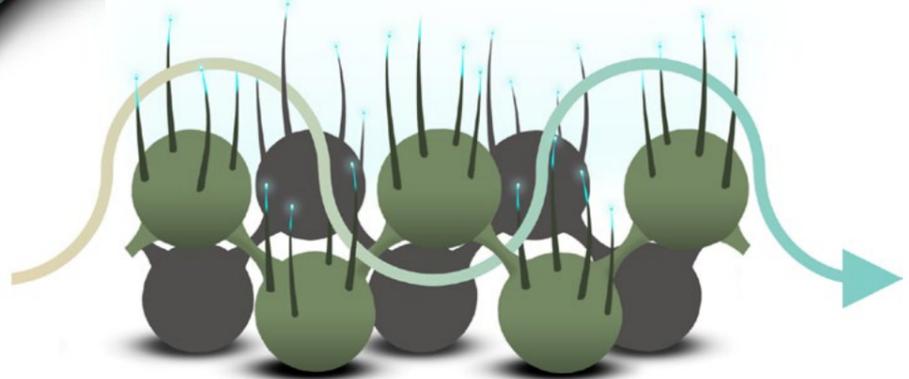
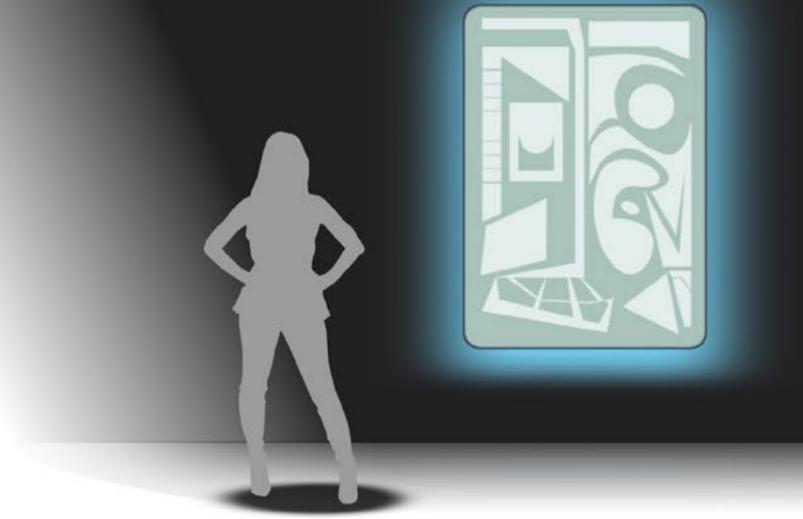
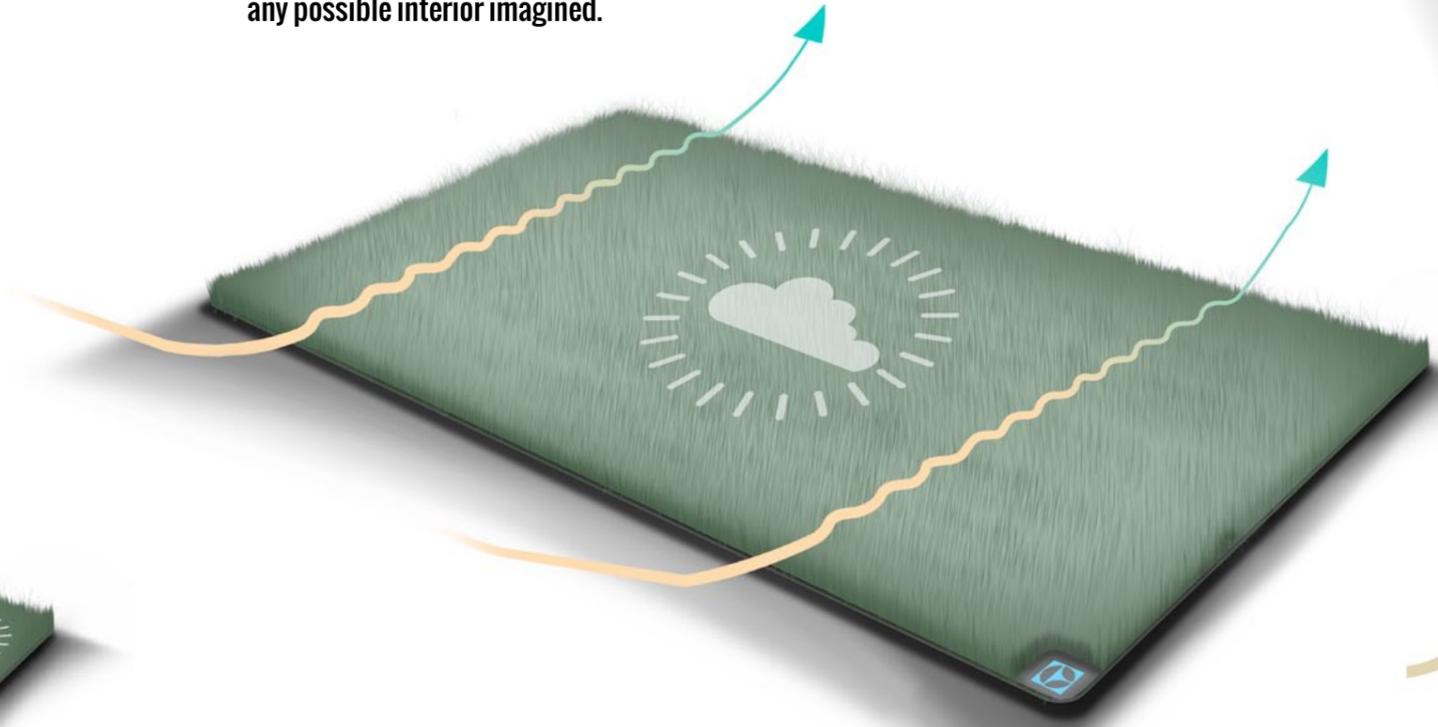
All the interaction together whit carpet is showed on optical fibre coating. The surface of mat is consisting of very dense fibre fur that allow the mat to be customizable digital decoration element just like digital screen.



**ACT (Antibacteric cell tissue)**

Carpet is made of material called ACT (Antibacteric Cell Tissue) which is the substrate for biotechnical optic fibre coating that grows of it. The material will purify air and allow carpet actually to grow and reduce it's floor size and fibre length.

Because of the biotechnical coating anything digital can be projected on the surface to personalize the carpet. One product can now decrease the amount of waste and certainly finds the way to fit in any possible interior imagined.



Antibacteric Cell Tissue- close up.

**Electrolux Design Lab 2014 - 70+ nomination:**

The concept was nominated among 70+ best competition works . Totally there was over 2000 proposals sent to competition from around the world.



CONTENT SCREEN TO FLOOR OR WALL



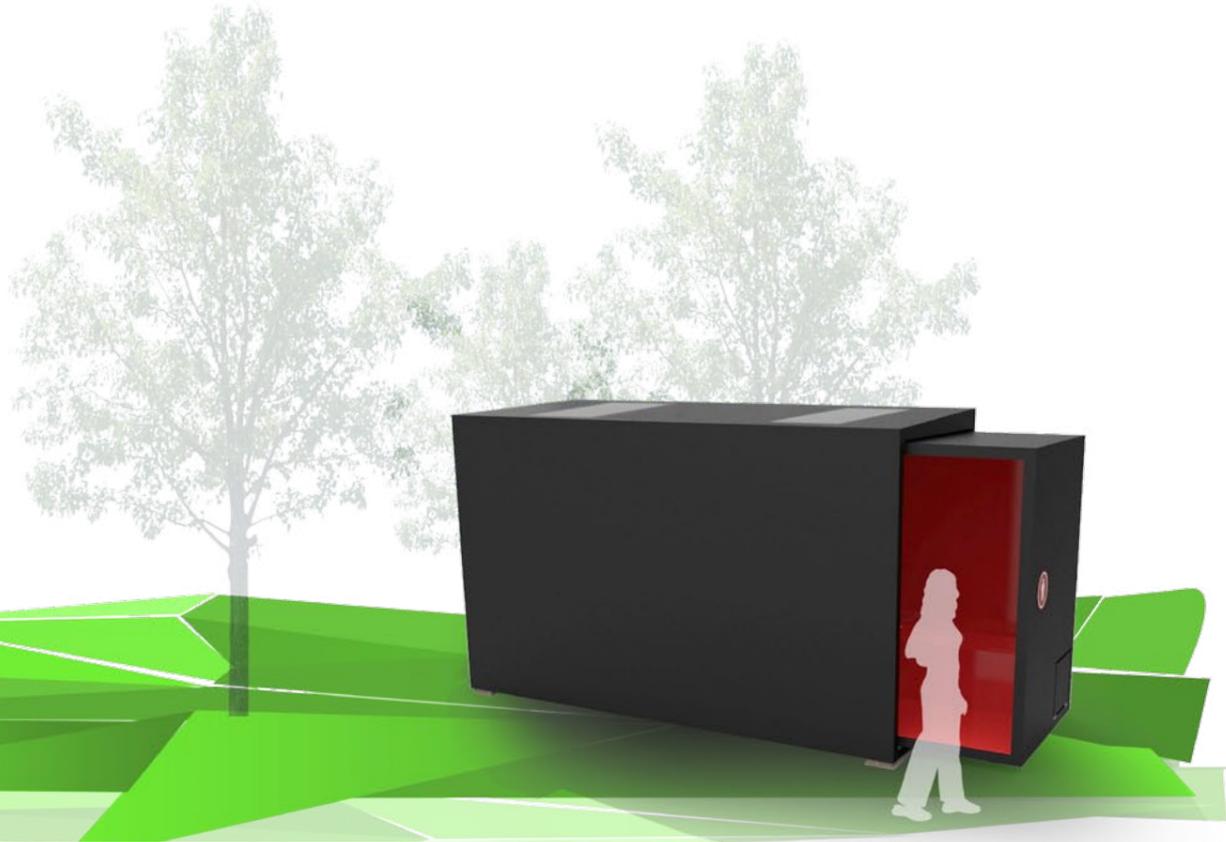
HEALTH CONTROL



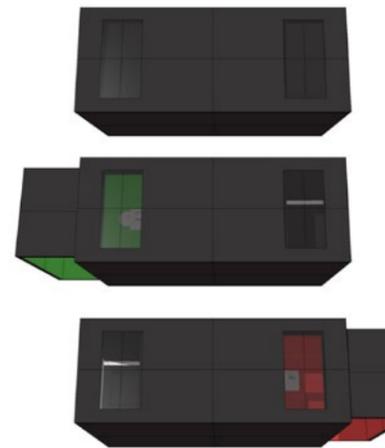
AIR PURIFICATION

# sesam

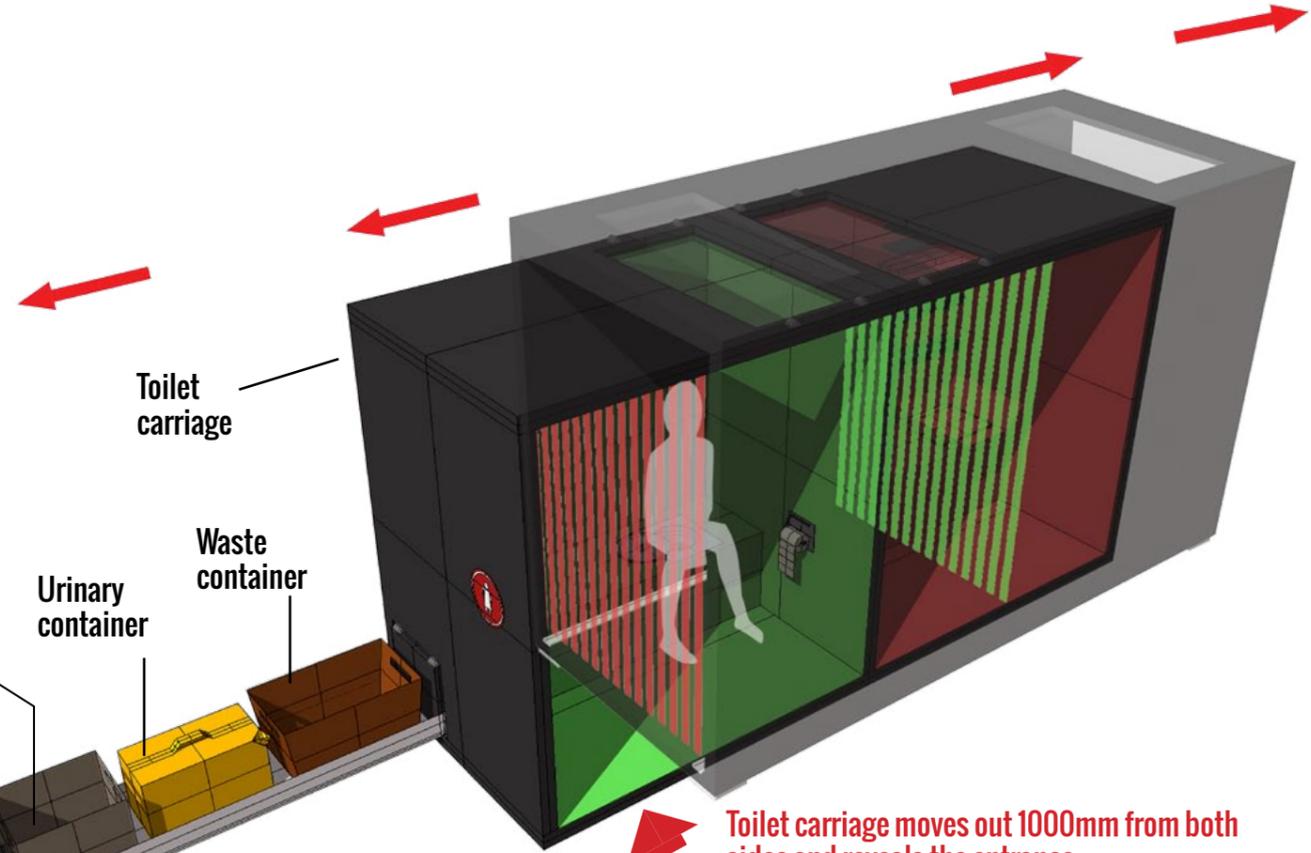
dry toilet



Three color variations.



Ceiling windows allows sunlight and moonlight to reach toilet space when door is opened.



Toilet carriage

Container for woodchip

Urinary container

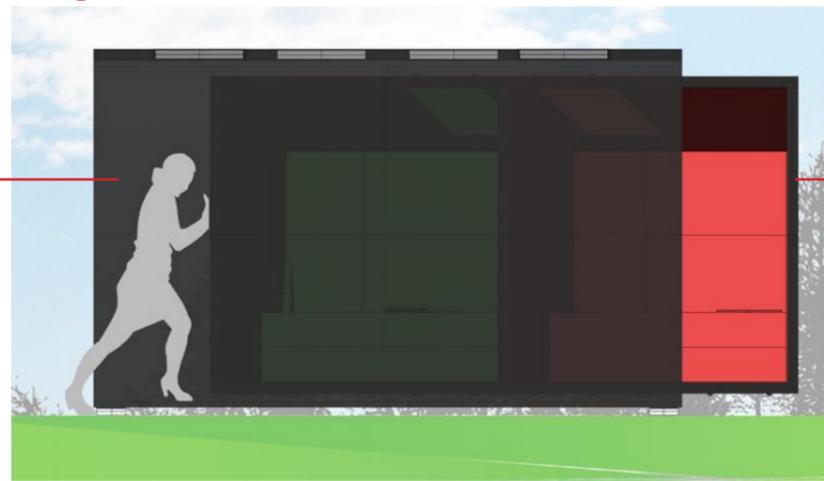
Waste container

Container carriage

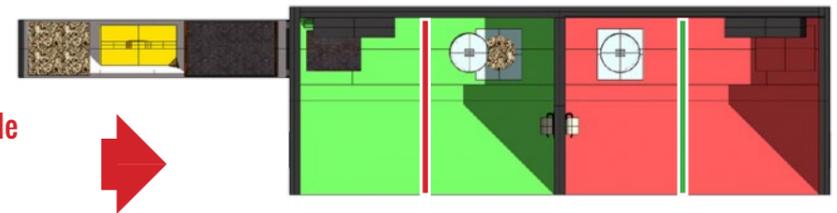
Container carriage moves out. The function is bidirectional.

Toilet carriage moves out 1000mm from both sides and reveals the entrance.

Toilet carriage opens when it is pushed. Sections for men and women are signed with symbol.



Men and Womens sections are both divided by curtain. Now there is clear section for entrance side where the woodchips are available as well the place for pucket to wash hands. Peaceful side for toilet itself is situated behind the curtain.

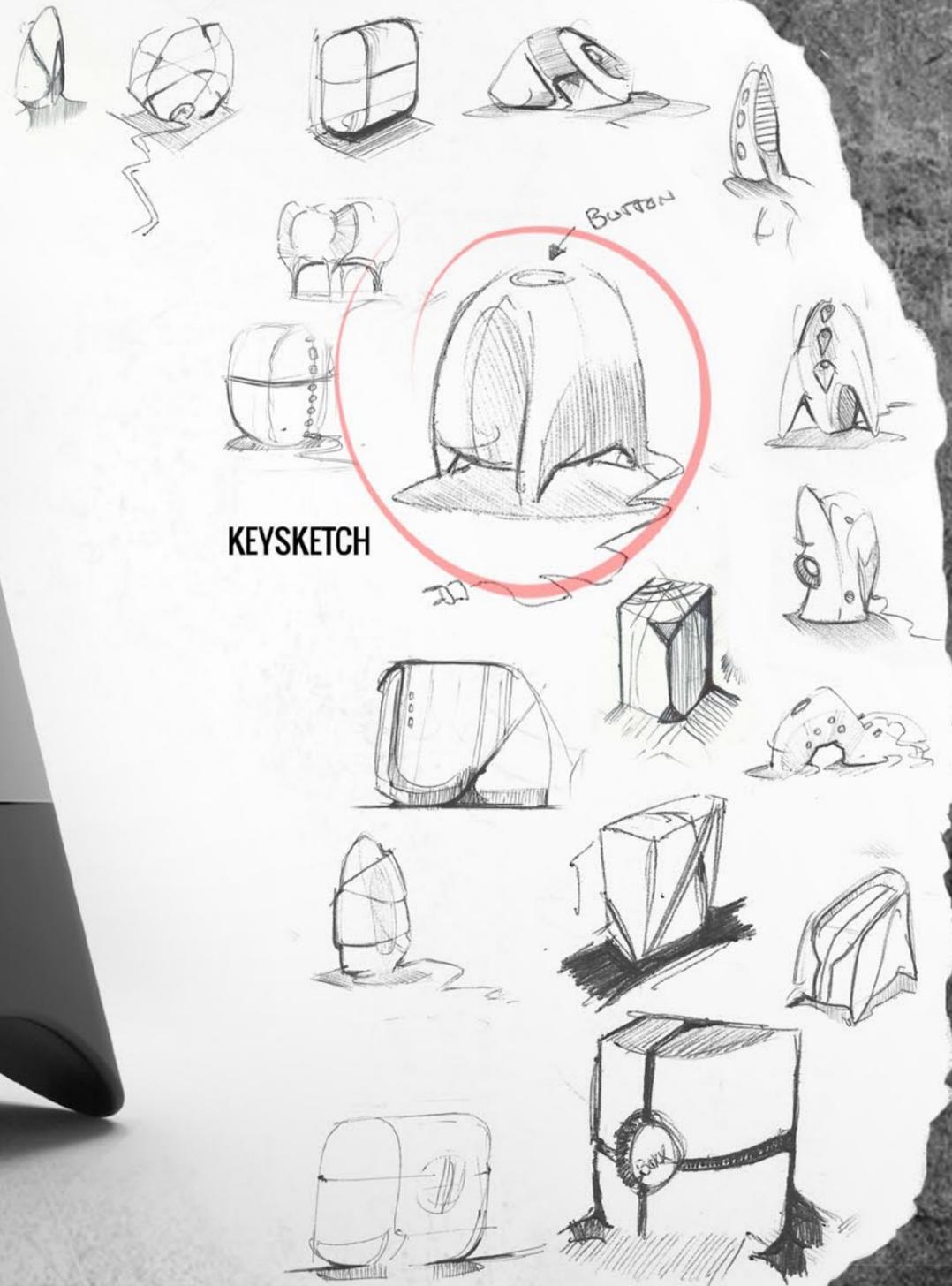




# Hiili

COMPUTER CASE CONCEPT  
COMPETITION ENTRY  
2014

The sketch process and 3d-model I did for the competition where Boxx-computer manufacturer was looking for new computer case concepts for their brand.



KEYSKETCH

BUTTON



Center plate bend open

On/Off

Air cooling

Wires come out under the Boxx

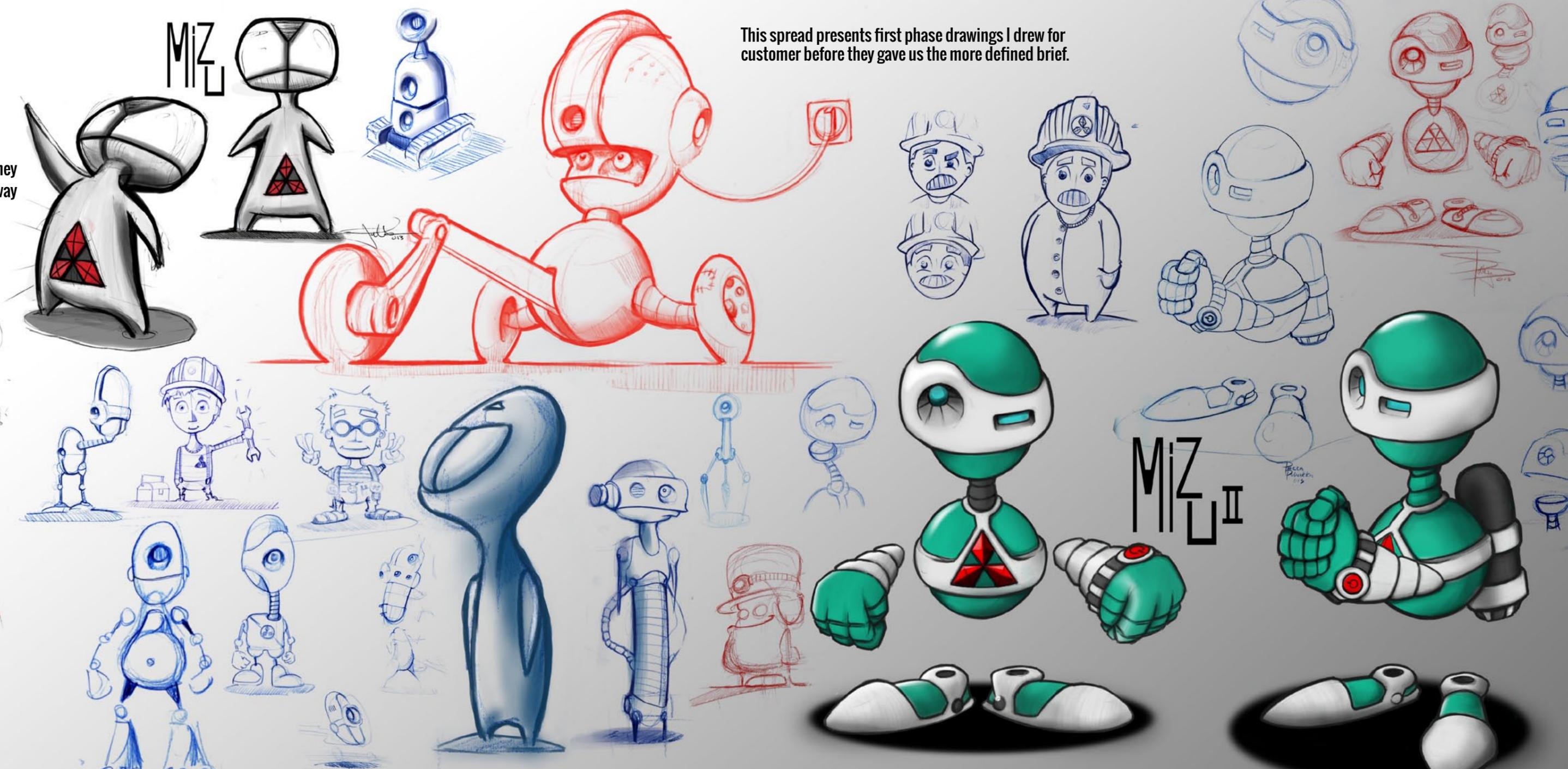
Hidden cavity for wiring





## CHARACTER DEVELOPMENT FOR MITSUBISHI FORKLIFT BRAND

In fall 2013 we got the task to develop characters for Mitsubishi forklift trucks-brand. They were looking new ideas for marketing and saw characters and stories could be the way to stand out.



This spread presents first phase drawings I drew for customer before they gave us the more defined brief.

MIZU

MIZU II

## THE BRIEF:

Mitsubishi asked us to develop three different character types, but still we had quite free hands to try what ever our imagination could bring up. The character descriptions were defined by few sentence.

- Main character should be calm and honest driver who represent the reliability of mitsubishi brand and it's services.
- Forklift character is foolish and restless companion for driver, but always ready to action.
- Character represent the spirit of mitsubishi somehow.

## DEVELOPMENT PROCESS

Character development group formed of five design students. I was one of them being art director for the project being responsible of process, art style, development stages and project goals.

During the process I made so much material that it could form portfolio of it's own. This page is presenting Box, Lift truck and Spirit- designs I made.

We had four meetings with customer. Goals changed from three to four characters because of amount material and new ideas. Key-sketches of box and truck were quite close the final design which we made ready by doing some changes.



# THE FINAL DESIGN:

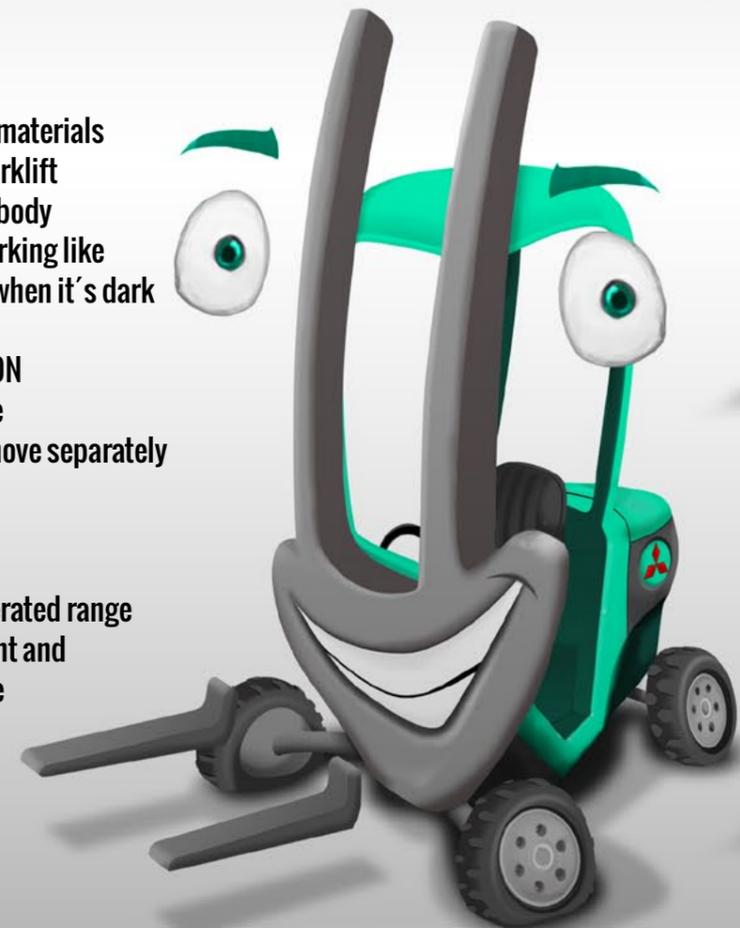
## LARRY THE LIFT TRUCK

### PERSONALITY

- Reacts with feelings
- Enthusiastic, extra positive
- Funny - viewer comes to good mood
- Most extrovert of all characters

### SHAPE

- Cartoonish
- Colors and materials from real forklift
- Stretching body
- Eyes are working like headlights when it's dark



### COMMUNICATION

- Exited voice
- Forks can move separately like hands

### MOVEMENT

- over exaggerated range of movement and perspective



## TIM THE DRIVER

### PERSONALITY

- Happy and positive
- More calm and steady than truck
- Professional and convincing
- More controlled than truck
- Understands the customer's (the box) needs
- Respected by other characters

### SHAPE

- Big face to show emotions and expressions

### COMMUNICATION

- More tranquil pace, steady and convincing
- Positive and calm voice

### MOVEMENT

- Less perspective (natural perspective)
- Human like movement
- Stay on normal distance from camera



## BILL THE BOX

### PERSONALITY

- Represents customer
- Represents different kind of nationalities
- Many different kind of box characters with different appearances
- Over exaggerated physical features
- Diverse personalities according to its cargo: speed delivery is efficient and determined, cold delivery is inside ice cube etc.

### SHAPE

- Big eyes
- Extra details to identify content of box

### COMMUNICATION

- Speech
- Facial expressions
- Body functions (sweat, cold, etc.)

### MOVEMENT

- Normally stays still
- Moves on some occasions



## MIRIT THE MITSUBISHI SPIRIT

### PERSONALITY

- Represents the spirit of the Mitsubishi forklift trucks
- Displays the principles of the company
- Glows, example when it's really exited
- Heart for other characters
- Light pulsates in rhythm of heartbeat
- Moves quickly around

### SHAPE

- Shape of two triangles
- Tringles bend into different forms

### COMMUNICATION

- Cap between two form opens like lips when speaking
- Triangles stretch depending on how character wants to communicate

### MOVEMENT

- Moves like comet and leave particle dust behind
- When movement stops, character creates flag like movement



PEKKA PUHAKKA

Art director  
Spirit, forklift and box development  
Storyboard art  
Poster art

OONA SALORANTA

Driver and box development  
3D- Modelling

TUULI HANNIKAINEN

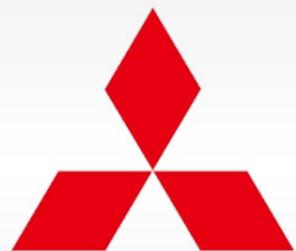
Driver-development

TARJA HEINONEN

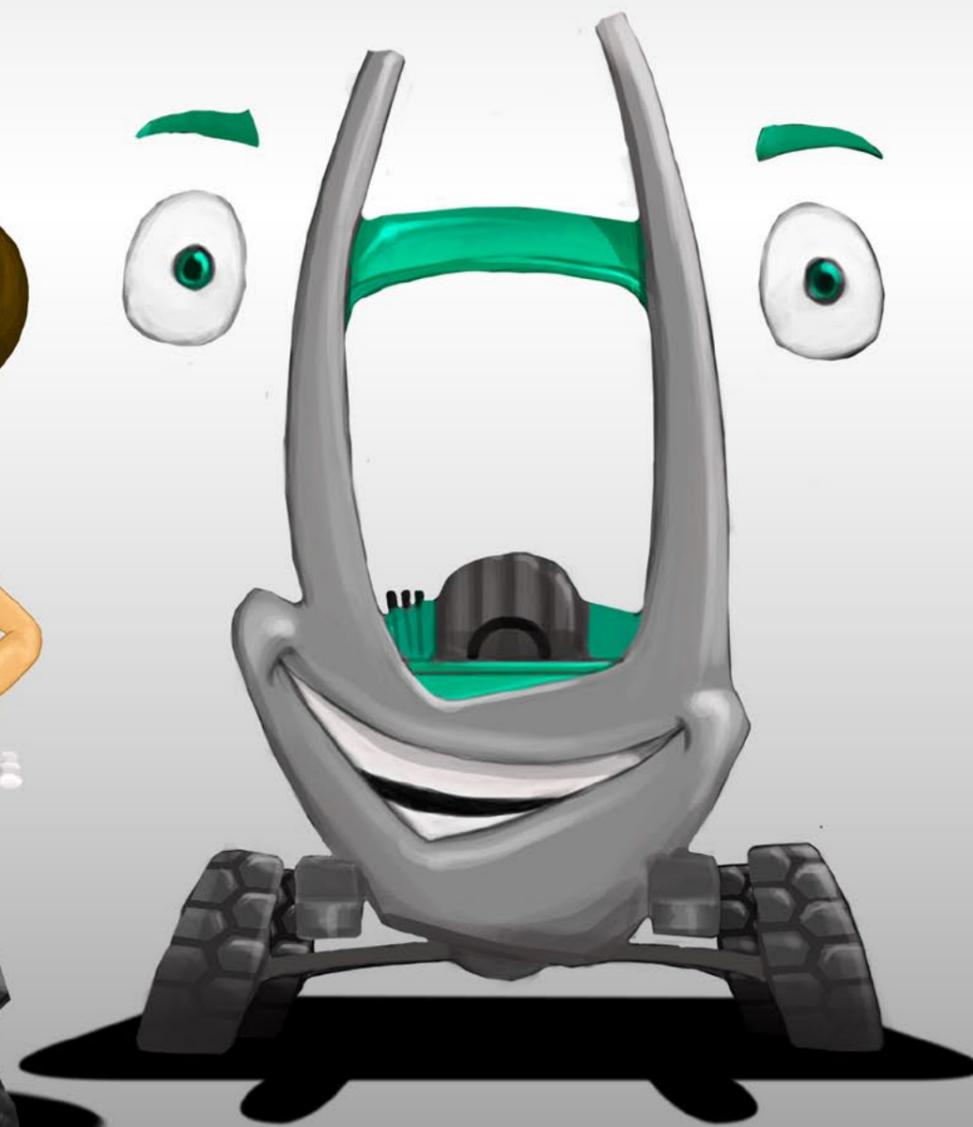
Story development  
Forklift development

SAMI KALLAMÄKI

Story development  
Spirit development



# MITSUBISHI FRIENDS

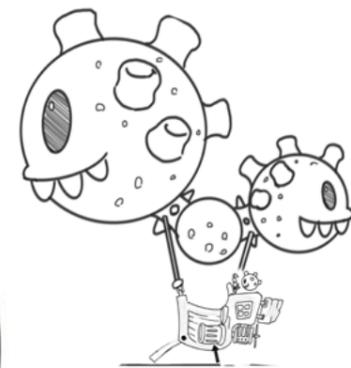


# TRIPWORKS GAME ARTIST

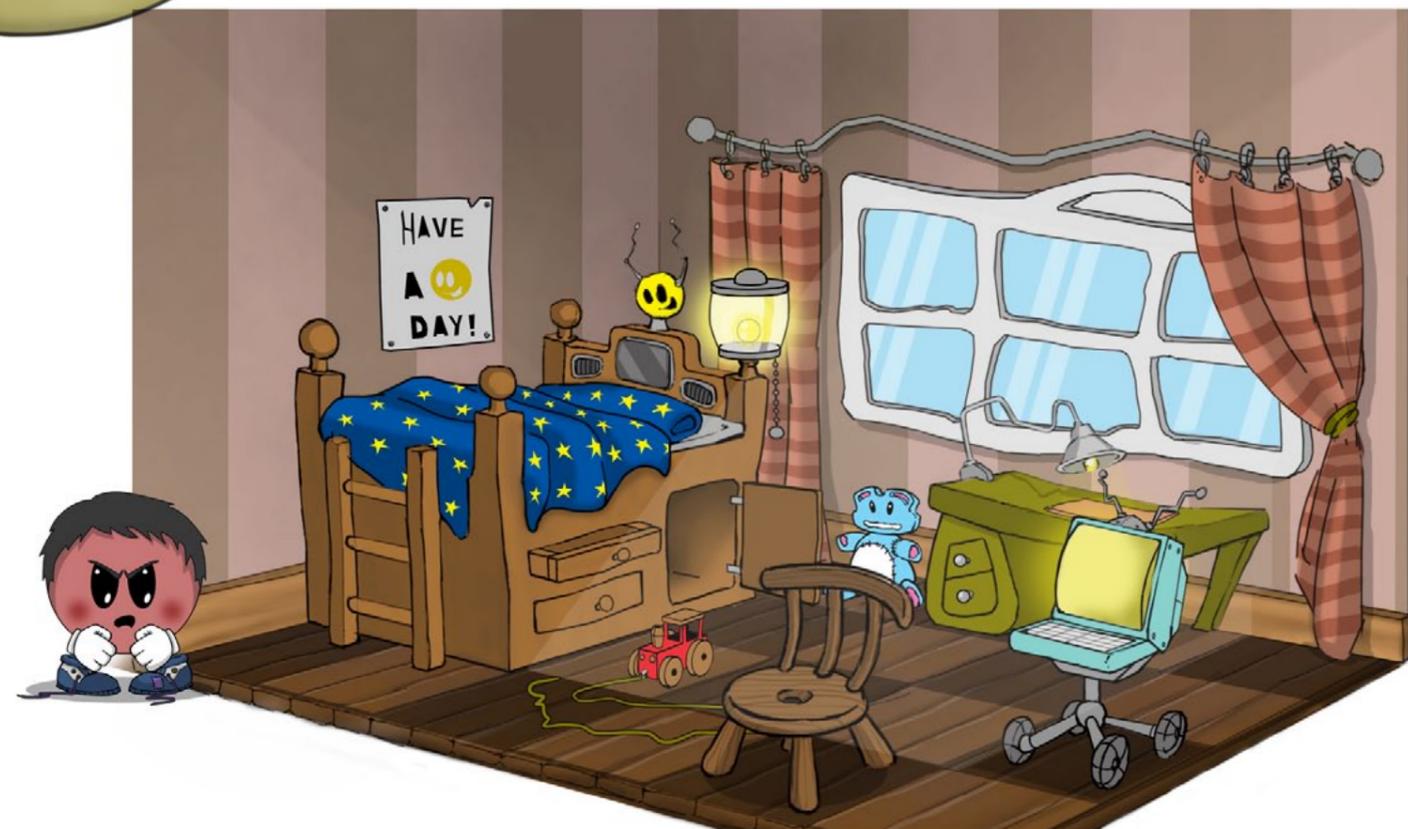
Tripworks Ltd. was game company from Joensuu, Finland. Company made learning games and small games for local companies. It ceased operations in December 2013 due entrepreneurs unwilling to continue.

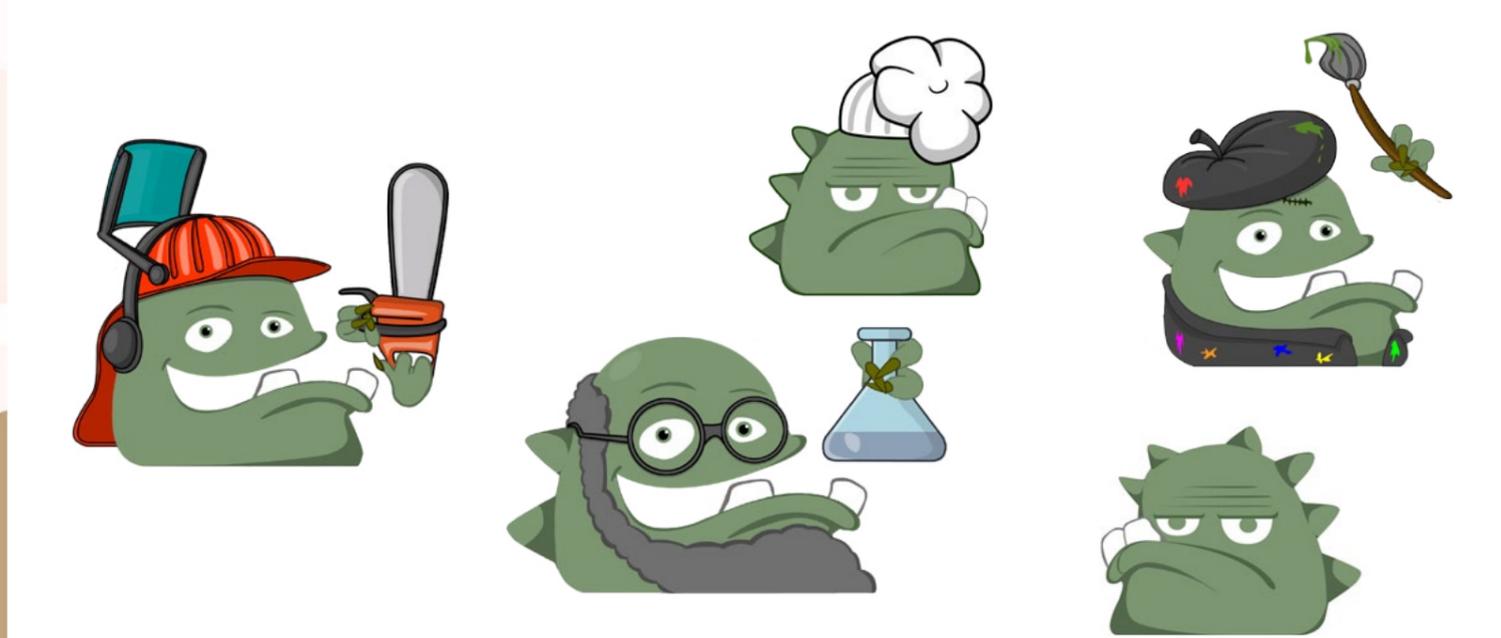
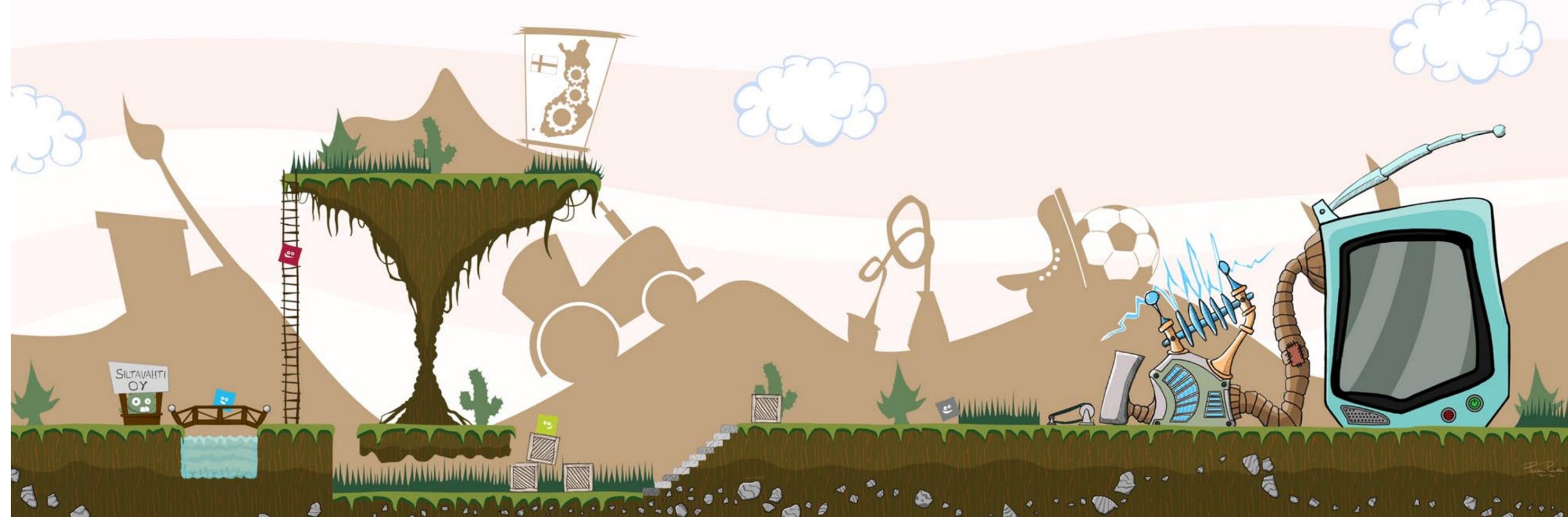
As an artist I made game art like characters, environments, concept art and illustrations. All the art was 2D-art.

Our biggest goal was to develop Danny's Language Adventure-learning game that was planned to release in elementary schools in China.



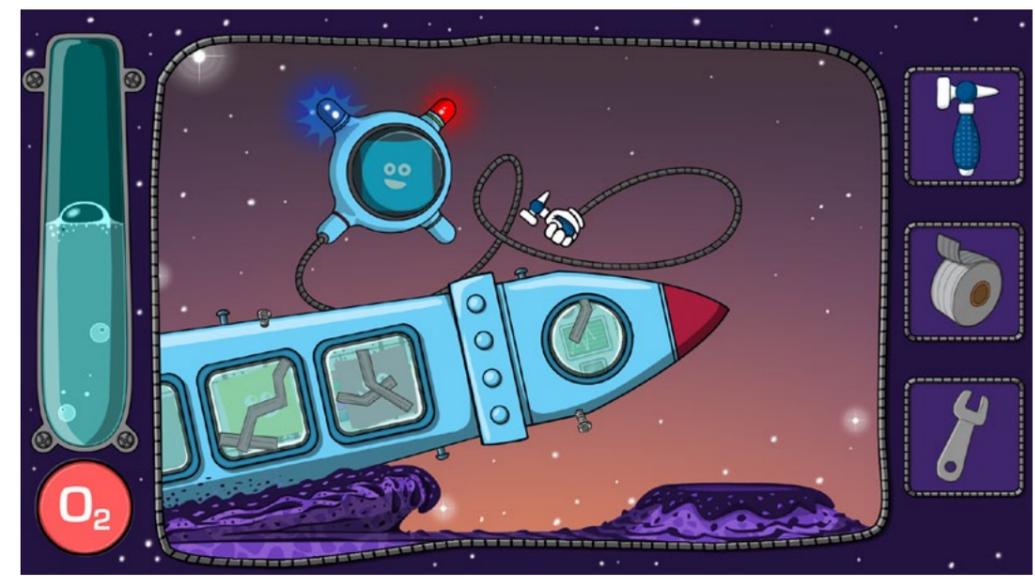
# ReinoPeli

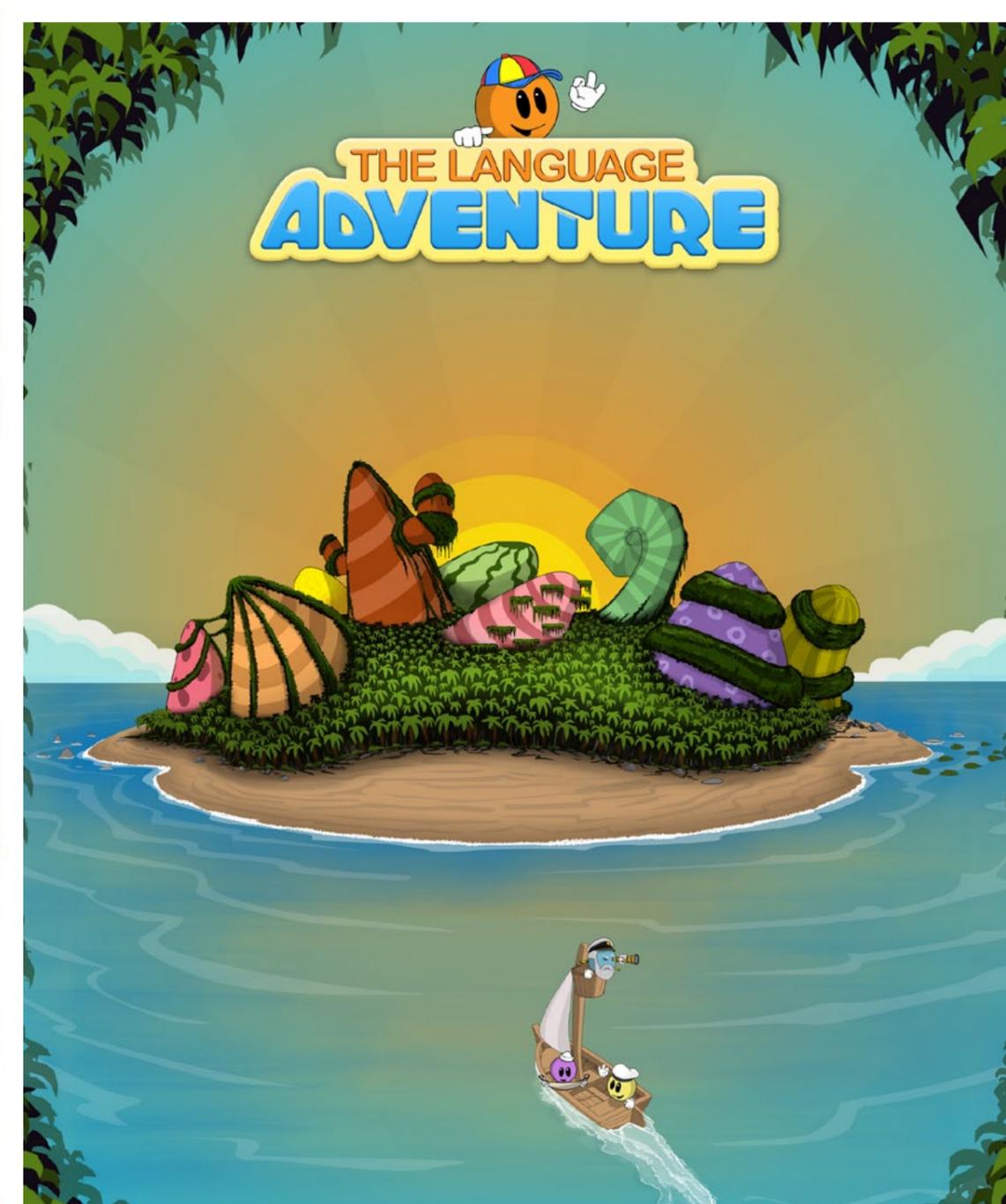




**Disainia Peliin -finalist, 2012.**

Urakuutiot was funny internet-game that taught career options for school kids. The game gained fame in Disainia peliin-competition in background-category. Disainia peliin was first finnish game art competition in Finland targeted directly to finnish game companies. It was held by finnish Pelit-Magazine.





The language Adventure- learning game was targeted to elementary schools in China (2012-2013) and I drew some marketing material for it.



BOOMLAGOON

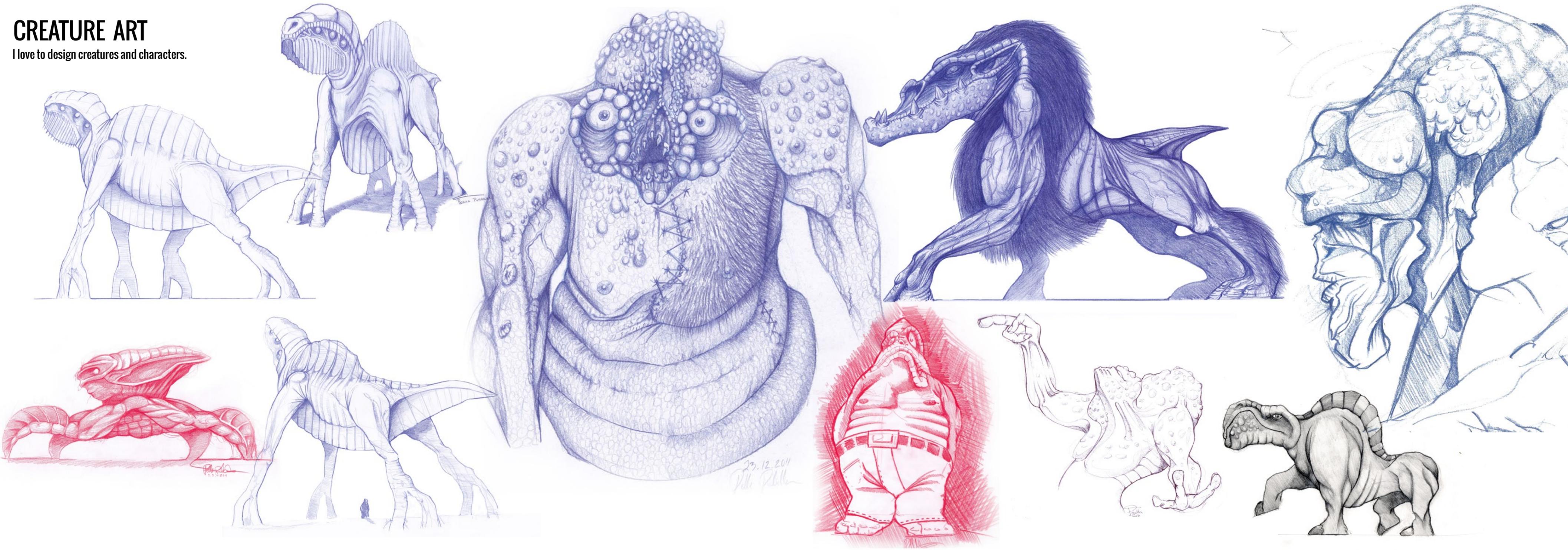


In summer 2014 I worked in Boomlagoon Ltd. as summer trainee game artist. I participated to Monsu's game character development along with two other artists.

I also drew the sketchy serie of story-art that was published in Monsu's facebook-site.

# CREATURE ART

I love to design creatures and characters.



ILLUSTRATIONS

KOULUOPAS



VIILENNY  
FREZZALLA



ILOSAARIROCK



ILOSAARIROCK



**Thank you.**

