

# Jani Elojoki

## Game Designer

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### Profile

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Efficient, thorough and conscientious. Always eager to build on already possessed skills or learn something new. Currently employed as a Lead Game Designer for Mieli Pohjanmaan mielenterveys ry. Worked on two now-released educational games; current project in production.

### Work experience

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|-------------------|---------------------------|---|
| <b>6.8.2018 -</b> | <b>Lead Game Designer</b> | <b>Mieli Pohjanmaan mielenterveys ry.</b> |
|-------------------|---------------------------|---|
- Worked alongside psychologists to create effective and fun educational games for children
  - Handled various tasks and aspects in the development process: Systems, puzzle, narrative, logic, UI, and sound design/implementation; QA and bug fixing; translation
  - Helped coordinate testing sessions for the game during development; utilized gathered feedback and ideas in following iterations
  - Kept track of deadlines and tasks of other team members; set up deadlines and timelines for production milestones
  - Learned how to navigate the phases of game production in a professional environment

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|------------------------------|----------------------|--------------------------------|
| <b>1.8.2019 - 31.12.2019</b> | <b>Game Designer</b> | <b>University of Jyväskylä</b> |
|------------------------------|----------------------|--------------------------------|
- Applied and expanded on previously gained knowledge in a new short-term game project
  - Gained experience in delivering based on wishes of the department leads
  - Further improved on working with strict deadlines; became more comfortable with the iterative nature of game development

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|-----------------------------|---------------------|---|
| <b>22.6.2017 - 2.8.2018</b> | <b>Games LQA TA</b> | <b>Lionbridge Poland sp z.o.o.<br/>Games Testing Department</b> |
|-----------------------------|---------------------|---|
- Worked on multiple game titles in various genres and platforms, including AAA titles
  - Mastered different bug reporting software (Jira, Microsoft Visual Studio, DevTrack)
  - Became comfortable with working in teams of different sizes and nationalities; found and helped implement solutions for working in a highly dynamic, ever-changing environment
  - Gained experience in training new employees and assisting others whenever possible
  - Improved on paying attention to details, inter-personal skills, teamwork and compromise

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|--------------------------------|----------------------|----------------------|
| <b>22.5.2015 - 22.7.2015</b>   | <b>Game designer</b> | <b>Meanfish Ltd.</b> |
| <b>22.10.2015 - 22.12.2015</b> |                      |                      |
- Designed and created initial game concepts, narrative/logic structures for educational games
  - Researched the project's central idea and message to ensure correct and realistic content

## Additional experience

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**15.8.2012 - 20.12.2016**                      **Student**                      **Tampere university of applied sciences**

- Participated in multiple projects that required good teamwork
- Gained knowledge on all aspects of the ICT field to some extent
- Learned how to better deal with situations with pressure and time constraints
- Developed a strong base for meeting and negotiating skills
- Created new ways of learning and learned to take initiative better in projects
- Got introduced to programming languages and gained knowledge in Java and Javascript

**10.2.2014 - 23.6.2014**                      **Erasmus student**                      **HOWEST, Bruges (Belgium)**

- Learned to work in foreign environments and with people from different cultures
- Expanded knowledge in learning and working independently and taking initiative

**29.2.2016 - 6.6.2016**                      **Conscript**                      **Finnish Defence Forces**

- Got accustomed to criticism and improving based on it
- Improved in working with others and giving feedback
- Learned to compromise and help others when needed

## Education

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**2012 - 2016 University of applied sciences, Tampere**  
**Spring 2011 Matriculation Examination**  
**2008 - 2011 Upper secondary school, Tampere**  
**1999 - 2008 Comprehensive school, Tampere**

## Personal skills & interests

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### Skills:

- Unity (C#)
- Jira
- Microsoft Visual Studio (TFS)
- DevTrack
- Audacity
- Office software
- Fluent English & Finnish
- Adobe Photoshop
- Adobe Illustrator
- Javascript

### Interests:

- Playing games
- Writing and designing games
- Analyzing and testing games
- Creative writing
- Web-design
- The horror genre
- Fitness
- Travelling
- Psychology