

Curriculum Vitae

Name Tinja Liias
Address Teräskatu 8 B 12, 33720 Tampere
Mobile +358 45 854 6330
Email tirppa2005@gmail.com
LinkedIn <https://www.linkedin.com/in/tinja-liias/>
Portfolio <https://tinja.liias.net/>

Objective A game artist seeking opportunities to use my skills in 2D graphics, digital art and game design. Also open to other interesting job opportunities.

Education

2022 - 2025 Sataedu Nakkila, undergraduate degree in media and visual expression - animation and game development

2021 - 2022 Lempäälän Lukio, one academic year

2021 Viialan keskustan koulu, Akaa
Graduated from primary school

Skills Tools: *Clip Studio Paint, Adobe Photoshp, Aseprite, FireAlpaca, Krita, Adobe Animate, Unity3D, Office 365*
Artistic skills: *2D graphics, animation, characted design, level design, story telling*
Technical skills: *Understading of game pipelines, basics of C#, GDD*
Soft skills: *Strong attention to detail, teamwork*

Projects Pigeon Mayhem
I was in charge of the game design document, color palette, character designs, character animations and main menu's background.
<https://mph.itch.io/pigeon-mayhem>

Keep It Together
My tasks: Character designs, character animations, collectable assets and win/lose screens
<https://razer1.itch.io/keepittogether>

Escape the Cage
My tasks in this project were Character designs, character animations, color palette and the game icon
<https://mph.itch.io/escape-the-cage>

Fruit Salad
I was in charge of the coding instead of graphics.
<https://tinnnhu.itch.io/fruit-salad>

Laser Dodger (WestSloth Games)

Featuring voice acting, a playable character and a few other graphics made by me. No longer available on Play Store.

https://youtu.be/Yg2VmVYAiKM?si=HJxu0_Ztzy29UT0G

Whiskers of Light (WestSloth Games)

In development. I am involved in the writing and art department of the game and will continue to work on it on my free time.

Abyssian (Skydome Entertainment)

Unreleased. I made multiple character animations and a couple other assets for this game during my internship.

Kurppa

A game designed, coded and drawn entirely by me as my final school project at Sataedu. I made it remotely and I'm planning to keep developing it further.

<https://tinnnhu.itch.io/kurppa>

Experience

7.10.2024 - 17.4.2025	Internship, Skydome Entertainment, Tampere (both on-site and remote work), mainly pixel character animations/designs and some other assets for their game "Abyssian"
2021 (1 wk)	TET-training, Viialan keskustan koulu, Akaa Teacher's assistant
2020 (1 wk)	TET-training, Canis Major pet store, Akaa Arranging goods, cleaning, etc.

Languages

Finnish	Native
English	Excellent
Swedish	Mediocre
German	Mediocre

Specialties/skills	Drawing (traditional and digital), animation, creative writing, clothing design, sewing, prop making, crafting
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Hobbies	Cosplay, video games, animated media, character design, writing, drawing, storytelling, sewing, crafting, swimming
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