

## Curriculum Vitae

Name Tinja Liias  
Email [tirppa2005@gmail.com](mailto: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 Photoshop, Aseprite, FireAlpaca, Krita, Adobe Animate, Unity3D, Office 365*  
Artistic skills: *2D graphics, animation, character design, level design, story telling*  
Technical skills: *Understanding 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://tinlii.itch.io/escape-the-cage>

Fruit Salad  
*I was in charge of the coding instead of graphics.*  
<https://tinnhu.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/Yq2VmVYAiKM?si=HJxu0\\_Ztzy29UT0G](https://youtu.be/Yq2VmVYAiKM?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<br><i>Teacher's assistant</i>                                                                                            |
| 2020 (1 wk)           | TET-training, Canis Major pet store, Akaa<br><i>Arranging goods, cleaning, etc.</i>                                                                                  |

## Languages

Finnish	Native
English	Excellent
Swedish	Mediocre
German	Mediocre

## Specialties/skills

Drawing (traditional and digital), animation, creative writing, clothing design, sewing, prop making, crafting

## Hobbies

Cosplay, video games, animated media, character design, writing, drawing, storytelling, sewing, crafting, swimming