

Curriculum Vitae

Name Tinja Liias
Portfolio <https://tinja.liias.net/>

Objective A game developer looking for opportunities to improve and challenge my skills in 2D graphics, concept art and other visual aspects of game development.

Education

2026 - Tampere University of Applied Sciences, bachelor of computer science (tietojen käsittely), specialized in video game production through TAMK Games Academy

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

Skills
Tools: Clip Studio Paint, Adobe Photoshop, Aseprite, FireAlpaca, Krita, Adobe Animate, Unity3D, Godot, Davinci Resolve, different office environments
Artistic skills: 2D game graphics, 2D animation, character design, concept art, level design, story writing
Technical skills: Understanding of game pipelines, basics of C# and GDScript, basic ICT skills
Soft skills: Strong attention to detail, never-ending eagerness to learn new creative skills and hone existing ones, teamwork

Projects

Whiskers of Light
A 2D-platformer/metroidvania currently being co-developed by me and my brother.

<https://tinlii.itch.io/whiskers-of-light>

Pigeon Mayhem (2023)

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 (2022)

My tasks: Character designs, character animations, collectable assets and win/lose screens

<https://razer1.itch.io/keepittogether>

Escape the Cage (2023)

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 (2023)

I was in charge of the coding.

<https://tinlii.itch.io/fruit-salad>

Laser Dodger, WestSloth Games (2020)

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

Abyssian, Skydome Entertainment

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

Kurppa (2025)

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://tinlii.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"

Languages

Finnish	Native
English	Excellent
Swedish	Mediocre
German	Mediocre

Hobbies

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