EMILIA HAANPÄÄ

Technical & Senior 3D Artist

CONTACT

(+358) 044 5388 992

emihaanpaa@gmail.com

Helsinki, Finland

Artstation portfolio

Github profile

Linkedin profile

SKILLS

- 3D art pipeline
- C, C++
- PBR materials
- Mentoring
- VR & AR

SOFTWARES

- Blender
- Adobe Creative Cloud
- Substance Painter, Designer
- Unity/Unreal game engine
- Terminal, Zed, VSCode

LANGUAGES

- Finnish
- English
- Finnish sign language

ABOUT ME

Experienced 3D artist with several years of experience from the mobile game industry, including senior and lead roles. Currently expanding my technical skillset through studies at Hive Helsinki, an intensive software engineering program, to develop as a technical artist who connects art and code.

WORK EXPERIENCE

Course Lecturer
Jan 2024 – Present

Xamk, Kouvola

As a part-time course lecturer at Xamk, I teach students 3D Environment Design and 3D Character Design within the Game Design degree. As a lecturer, my goal is to share practical knowledge and industry insight to empower students.

- **Blender, Adobe & Substance softwares, Unity, teaching, course material planning & creation**

Lead 3D Artist
Oct 2018 - April 2024

Reworks. A Playtika Studio, Helsinki

As a Senior 3D Artist and later as a Lead Artist on the Redecor - Home Design mobile game for IOS and Android. As an artist, my duties were: building realistic-looking interior design environments and banners, creating materials and 3D assets, as well as training new hires, among other responsibilities.

- **Blender, PBR materials, Adobe & Substance softwares, mentoring, hiring/hire training, pipeline documentation**

3D Artist
May 2017 - Sep 2017

Sweco Asiantuntijapalvelut Oy, Helsinki

Worked with the virtual reality department as a 3D artist & animator creating VR architect simulations for HTC Vive.

- **Unreal game engine, VR, Blender, modeling, animation**

CONTACT

(+358) 044 5388 992

emihaanpaa@gmail.com

Helsinki, Finland

Artstation portfolio

Github profile

Linkedin profile

SOFT SKILLS

- Communication & teaching
- Adaptability
- Creativity
- Resilience

3D Artist
Oct 2016 - Dec 2016

Meidanstudio Ltd., Kuusankoski

Worked as a 3D artist and game developer for an industrial design company. My main responsibility was to create VR simulation of the Polar ship.

- **Unity game engine, Blender, Substance Painter, VR , C#**

Graphic Designer
Feb 2012 - Jan 2014

Makea Mobile Ltd., Pori

At Makea Mobile Ltd. I was responsible for the company's visual design. My main responsibilities were managing the design side of projects, designing and preparing the context. In addition, I handled some administrative tasks such as guiding the trainees. I also did basic C# scripting with Unity.

- **Unity game engine, Blender, C#, animation, graphic design**

EDUCATION

Hive Helsinki
Oct 2024 – expected 2026

Software Developer, Helsinki

I joined Hive Helsinki to pursue my goal of becoming a technical artist, combining my experience as a 3D artist with coding. Hive provides a practical and creative environment where I am developing my skills. The hands-on approach and diverse community have helped me grow, sharpening my focus on design and technology. I'm excited to continue this journey and apply what I've learned.

- **C and currently learning fundamentals of C++ & GLSL**

Xamk - University of Applied Sciences
2014 - 2018

Bachelor of Game Design, Kouvola

The Game Design degree gave me the fundamentals of art and design skills, design methods, and professional tools for the game industry. My education centered around 3D modeling, concept art, script writing, and game mechanics. The school helped me to achieve an understanding of planning and developing games, and to take my first steps in the game industry.

- **Blender, 3DsMax, Unity, Zbrush, Adobe & Substance softwares**

Satakunta Arts and Crafts Instute
2009 - 2012

Media assistant, Computer games & animation, Nakkila

At the Satakunta Arts and Crafts Institute, I graduated with a wide range of knowledge for the game and animation industry. During my time as a student, I polished my skills with courses and practical training.