VILLE SEPPÄNEN

AWARD-WINNING GAME DEVELOPER

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+358 415323143

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ville.seppanen@gmail.com





Norppatie 8 F 26 02260 Espoo, Finland



villeseppanen.com

SUMMARY

I am a games industry professional with approx. 15 years of experience in a wide variety of of areas such as game art, design and UI. I possess strong creative and analytical skills and have attention to detail. Team player.

SKILLS

- Game Art
- Game Design
- Technical Art
- UI Graphics

EDUCATION

PROGRAMMING

Hive Helsinki

2024-2025

GAME DEVELOPMENT

Adulta

2007 - 2008

MEDIA PRODUCTION

Helsingin Tekniikan-alan oppilaitos

2003 - 2007

LANGUAGES

Finnish

English - Excellent

WORK EXPERIENCE

GAME ARTIST

НуреНуре

1/2021 - 4/2023

- 3D modeling and UI graphics
- UI Design
- Game prototyping and game template development

GAME ARTIST

Frogmind Games

5/2016 - 12/2020

- 3D modeling and UI graphics
- UI Design
- Game Design

GAME ARTIST / EXECUTIVE PRODUCER

Chat Republic Games

03/2008 - 8/2015

- 3D modeling and UI graphics
- UI Design
- Game Design
- Game Production

AWARDS

- 1st in Freestyle Graphics @ Xenium 2025 (PL)
- 1st in Photo @ Assembly Summer 2025 (FI)
- 1st in Old School Graphics (C64) @ Edison 2025 (SWE)
- 2nd in New School Graphics @ Nova Party 2025 (UK)
- 2nd in New School Graphics @ Nordlicht 2025 (GER)
- 1st in Wild Demo @ Assembly Winter 2025 (FI)
- 2nd in Freestyle Graphics @ Black Valley 2025 (NO)