

Ville Seppänen

Game Artist and Developer

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SUMMARY

Game artist and developer with broad experience across 3D art, UI/UX, technical art, gameplay prototyping. Combines strong visual skills in Blender and Photoshop with hands-on experience in game development to create polished experiences.

EXPERIENCE

HypeHype, Helsinki — *Game Artist*

2021 - 2023

Game Templates, 3D modeling, UI graphics

Frogmind Games, Helsinki — *Game Artist*

2016 - 2021

UI/UX, 3D art, Game Design

Chat Republic Games, Helsinki — *Game Artist / Producer*

2008 - 2015

UI/UX, 3D art, Game Design, Game Production

EDUCATION

Hive Helsinki, Helsinki — *Programming*

2024 - 2025

Adulta, Helsinki — *Game Development*

2007 - 2008

Helsingin Tekniikan-alan Oppilaitos, Helsinki — *Multimedia Production*

2003 - 2007

SKILLS

Game Art, Game Design, Technical Art, UI/UX

AWARDS

Instanssi — Finland 1st in Graphics

Syntax — Australia 1st in Modern Graphics, 3rd in 8-bit Pixel Graphics

Compare — Germany 2nd in Graphics

Edison — Sweden 1st in Old School Graphics

Demosplash — USA 1st in Freestyle Graphics

Assembly Summer — Finland 3rd in Photo

Edison — Sweden 1st in Old School Graphics

Nordlicht — Germany 2nd in New School Graphics

Black Valley — Norway 2nd in Freestyle Graphics

Assembly Winter — Finland 1st in Wild Demo

LANGUAGES

Finnish, English