

Ville Seppänen

Game Artist and Developer

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SUMMARY

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

EXPERIENCE

HypeHype, Helsinki — *Game Artist*

2021 - 2023

Game Templates, 3D modeling, UI graphics

Frogmind Games, Helsinki — *Game Artist*

2016 - 2021

3D modeling, UI graphics, Game Design

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

2008 - 2015

3D modeling, UI graphics, Game Design, Game Production

EDUCATION

Hive Helsinki, Helsinki — *Programming*

2024 - 2025

C and Bash Programming

Adulta, Helsinki — *Game Development*

2007 - 2008

Game development and game design

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

2003 - 2007

General multimedia production

SKILLS

Game Art, Game Design,
Technical Art, UI Graphics

AWARDS (2025 only)

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

Comparade — 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

Nova — UK 2nd in New 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