

SUMMARY

My professional passions lie in community management and communications. Through volunteer work I have extensive experience in copy-writing, editing, and coordinating people. Combined with my good eye for aesthetics and technical know-how I'm a strong all-around media professional.

WORK EXPERIENCE

2022

MARKETING/COMMUNITY MANAGER

Resistance Games

Planned and executed all marketing efforts for the company in social media, independently and in cooperation with the publisher.

2017 – 2018

GAME EDUCATOR (PELITAITO)

Ehyt ry

Educated primary school students on game culture and healthy gaming habits.

2015 – 2016

FREELANCER

Intervisio

Wrote game reviews for the Tilt.fi website and TV program.

2013 – 2014

COMMUNITY MANAGER / WEB DEVELOPER / ASSISTANT

Tribe Studios

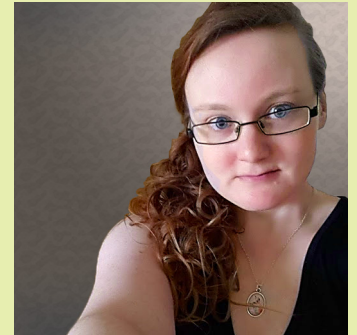
Various tasks including several aspects of game production (3D, testing), web development (design, front-end, maintenance), customer service, and community management.

2010 – 2013

GAME ADMIN / ARTIST / WEB DEVELOPER

Dodreams

Various tasks related to graphics (2D), web development, game design, customer service, and community relations.



SKILLS

Professional

Community relations
Customer service
Social media
Copy-writing
Image & video editing

Personal

Team player
Attention to detail
Independent
Helpful
Can-do attitude
Fast learner

Software & services



VOLUNTEER WORK EXPERIENCE

Nörrtitytöt is a Finnish community blog by geek women and gender minorities on various topics: games, literature, science, comics, movies, and more. Founded in 2011, the blog had around 100 bloggers and 15 000 monthly views at the time I was involved.

2014 – 2016 EDITOR

In charge of editing and coordinating articles in the Games category. In addition to editor duties I was involved in organizing various events and managed the blog community together with the other editors.

IGDA Finland is the Finnish chapter of International Game Developers Association. IGDA Finland promotes the development of careers and professional skills of individual game developers based in Finland, and develops further the international recognition of the Finnish game developer community.

2022 – VOLUNTEER (OULU)

I mainly handle the hub's social media, manage events on EventBrite, and help organise the live events.

2015 – 2016 MEDIA TEAM LEAD (HELSINKI)

Development of both internal and external communications.

2014 – 2015 EDITOR-IN-CHIEF (HELSINKI)

I was responsible for coordinating all communications from event invites and articles to posters and photography.

EDUCATION

2017 Game educator training (Pelitaito)
Ehyt ry

2016 – 2020 Engineer, Programming (unfinished, 59/240 academic credits)
Oulu University of Applied Sciences

2008 – 2010 Media assistant (audiovisual communications, emphasis on 3D)
Hyria

2006 – 2008 Engineer, Programming (unfinished, 75/240 academic credits)
Jyväskylän University of Applied Sciences

2001 – 2004 High school
Kärkölä lukio / Aurajoen lukio

LANGUAGES

Finnish – native
English – fluent
German – beginner
Swedish – beginner

POSITIONS OF RESPONSIBILITY

Secretary

IGDA Finland ry
2015 – 2016

Board member

Nörrtitytöt ry
2015 – 2016

INTERESTS & HOBBIES

Animal & human rights
Video games
TV & movies
Fantasy literature
Streaming

OTHER ACTIVITIES

2018 –

Twitch/Discord moderator

Over the years I have volunteered my time as a moderator for several content creators on Twitch, being a part of their moderation teams both while they have been live on Twitch as well as between streams on Discord.

2014 – 2015

Activist

Ei vihapuheelle (No Hate Speech) / Plan Suomi

I took part in several activist training weekends and raised awareness of the movement's agenda.

2013

Activist

Game Over Hate

I took part in a week-long conference focused on finding means to combat hate speech online and in video games.

PAST PROJECTS



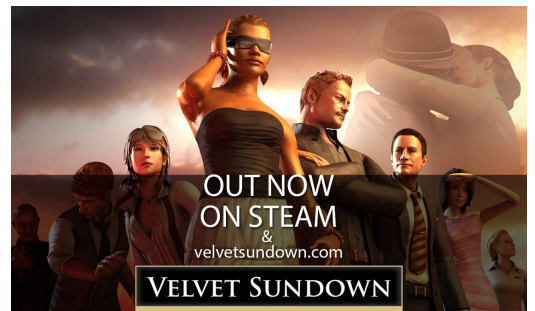
5street (Dodreams)

Community management, customer support, testing, localisation



Fading Fairytales (Dodreams)

Testing, design



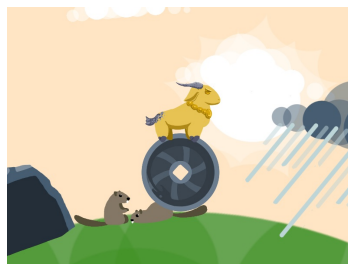
Velvet Sundown (Tribe Studios)

Community management, customer support, testing, 3D



Maaailman nopein kansa / 5laps.com (Dodreams)

Community management, customer support



Grindstone of Time

(Global Game Jam 2012)

Character art, animation



Great Houses of Calderia (Resistance Games)

Marketing, social media, community management, testing

REFERENCES

Anna Salomaa

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More recommendations on LinkedIn.

Recommendation letters available on request.

Portfolio of my digital art, photography, and web design projects can be found on my website.