



TEEMU PULKKINEN

LEVEL DESIGNER
& GAME DESIGNER

I currently work as a Level Designer but I am looking to improve my knowledge in systems design and generalist aspects of Game Design.

AREAS OF EXPERTISE

I excel in innovating new game mechanics and in analysing player data to find best ways for making the project I am working in better.

PROFESSIONAL HISTORY

LEVEL DESIGNER

KUUHUBB OY | 04/2021 - PRESENT

- Level content creation, polishing and balancing
- Player data analysis and live operations
- Prototyping and innovating new game mechanics

JUNIOR LEVEL DESIGNER

4GOOD GAMES | 06/2020 - 03/2021

- Level content creation, polishing and balancing
- Level funnel creation and analysis based on player data
- Quality Assurance

GAME DESIGNER TRAINEE

ROVIO ENTERTAINMENT CORPORATION | 06/2019 - 10/2019

- Level content creation, polishing and balancing
- Reviewing levels made by external partners and giving feedback for them
- Prototyping and innovating new game mechanics

EDUCATIONAL HISTORY

BUSINESS COLLEGE HELSINKI

VOCATIONAL QUALIFICATION IN SOFTWARE DEVELOPMENT,
2018-2019

- Software development with focus in game development
- Game development and design using Unity

Contact Info



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