

# Eevi Korhonen

Talent with a smile

Mannerheimintie 43 B 23  
00250 Helsinki, FINLAND

mobile: +358 40 843 2899  
e-mail: [eevi.korhonen@iki.fi](mailto:eevi.korhonen@iki.fi)  
[www.iki.fi/eevi.korhonen](http://www.iki.fi/eevi.korhonen)  
[linkedin.com/in/eevikorhonen](https://www.linkedin.com/in/eevikorhonen)

## Skills

- Experienced in feature, content and UI design for mobile and web platforms
- Great understanding of the F2P model and economy design
- Excellent presenter with top-notch English skills

## Work Experience

**Game Designer @ Sulake**, 11/2013 –

- Working on an unannounced game for tablets
- Feature and economy design, prototyping, user testing

**Game Designer @ Secret Exit**, 07/2013 – 11/2013

- Worked on *Turbo Dismount* (iOS) and an unannounced game (iOS)
- Feature and economy design, UI flow and mock-ups and project management

**Product Manager @ Wooga**, 10/2011 – 06/2013

- Worked on *Kingsbridge*, Wooga's first mid-core title ([apps.facebook.com/playkingsbridge](https://apps.facebook.com/playkingsbridge))
- Feature & UI design, content creation and responsibility over user test sessions and first session flow
- For more information, see Wilhelm Österberg in the references

**Development Assistant @ Denki**, 01/2011 – 08/2011

- Varied duties ranging from marketing and administration to event organising and video production
- For more information, see Colin Anderson in the references

## Additional Game Projects

**Designer / Artist @ Score Game Jam 2010**

- *How Was Your Day?*, a sidescrolling 2D mixed-genre game
- Created all the background art and all the non-human characters and animations
- <https://dl.dropboxusercontent.com/u/668697/HWYD.zip>

**Producer / Designer / Artist @ Student project at Tampere University of Applied Sciences**

- *5D2*, a prototyping project with 5 games / weeks / students / days a week / hours a day
- Managed a 5-person team
- <http://score.igda.fi/5d2>

**Producer / Designer @ Finnish Game Jam 2010**

- *Grow Up!*, an art game about growth and deception & winner of Jammers' Choice Award 2010
- Managed a 5-person team with a 48h deadline
- <http://globalgamejam.org/2010/grow>

## Education

- BA in Media, Tampere University of Applied Sciences (2009 – 2013)
- BA in English Translation, University of Tampere (2005 – 2009)

## Other Relevant Experience

- Co-organized and held presentations at game-related events e.g. manSEDANse, Assembly Summer 2010
- Organised and hosted various events from gaming nights to large conventions e.g. [Ropecon 2013](#)
- Active tabletop roleplayer and constantly seeking out new board and card games to play

## Professional References

Wilhelm Österberg, Head of Studio & former Product Lead of *Kingsbridge* at Wooga

- [wilhelm.oesterberg@wooga.net](mailto:wilhelm.oesterberg@wooga.net)

Colin Anderson, Managing Director at Denki

- [colin.anderson@denki.co.uk](mailto:colin.anderson@denki.co.uk)