



KEN VAINIOMÄKI



ABOUT ME

A big part of my free time is dedicated to digital painting and looking for new works of art and animation for inspiration. I'm also very interested in philosophy, psychology, history and music. I love illustrating comics, watching movies, reading books and playing video games with my friends. I also enjoy swimming, acting, skiing, sailing etc...



CONTACT ME



Överbyntie 466
02400 Kirkkonummi



<http://kenmikael.weebly.com/>
ken.vainiomaki@hotmail.com



050 5928573



EDUCATION

BACHELOR IN ARTS,
METROPOLIA UNIVERSITY OF APPLIED SCIENCES,
3D-ANIMATION AND VISUALIZATION

8/2012 - 2/2019

B DRIVERS LICENCE, KIRKKONUMMEN AUTOKOULU

2005

GRADUATED, MASALA GYMNASIUM

8/2001 - 6/2004



WORK EXPERIENCE

CARTOONIST FOR OIKOTIE OY

5/2016 - 4/2018

Worked on a weekly online comic strip both as a writer and an artist.

INTERNSHIP AT SULAKE CORPORATION OY

6/2015 - 11/2015

Worked on a mobile game mainly as a 2D-artist, designing for example small stickers with Illustrator. I also animated characters with Blender and modelled clothes for them.

GRAPHIC DESIGN FOR UBIIKKI OY

4/2012 - 4/2013 I was the primary graphic designer and illustrated hundreds of pictures within a year for a project to create an interactive educational website for learning Finnish and Swedish.



PROJECTS

“FLEAK” MOBILE GAME

2015 Animation, character design, menu design

“SLOBB JONES” MOBILE GAME

2014 3D-modeling, texturing, animation, environment art

3D SHORT ANIMATION “HARD-HITTING HITMAN”

2013 - 2014 3D-modelling, rigging, animation, particles, post processing

LOGO FOR HAMMASTEKNIikka OY

2014 Created the logo with Illustrator

LOGO FOR H.A.N -GARDENS

2014 Created the logo with Illustrator

ADVERTISING ILLUSTRATIONS FOR APPGYVER OY

2011 Made two comic advertisements using water colors

“EGOMANIA” COMIC ALBUM

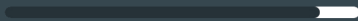
2011 A 59-page long graphic novel written, illustrated and colored by me. Published in 2011 by Arktinen Banaani.



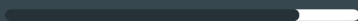
MY SKILLS



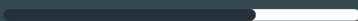
Adobe Photoshop



Adobe Illustrator



Adobe After Effects



Adobe Indesign



Adobe Flash



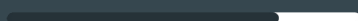
Adobe Premiere Pro



Autodesk 3DS Max



Autodesk Maya



Autodesk Mudbox



Z-brush



Blender



UDK -engine



Unity



Spine



LANGUAGES



FINNISH



ENGLISH



SWEDISH



GERMAN

