

KASIMIR HAAPALA 3D ARTIST

Passionate 3D Artist specialized in hard-surface modeling, PBR texturing and mechanical designs.
Tampere, Finland

CONTACT

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SKILLS

3D Modeling and PBR Texturing

Hard-surface and Environment Art

Mechanical Design

3D Game Production

SOFTWARES

Blender

Substance 3D Painter

Photoshop

Unity

LANGUAGES

Finnish - Native

English - Professional

INTERESTS

PC games

Architecture

Art and Design

80s Sci-fi Aesthetics

WORK EXPERIENCE

JUNIOR 3D ARTIST

Iceflake Studios / Paradox Interactive May 2022 – present

Working on the 2021 released builder game, Surviving the Aftermath.

FREELANCE 3D ARTIST

Visy Oy (Client) November 2021 – May 2022

I created 3D assets of gate automation and OCR solutions, during two different projects, which both lasted a few months.

3D ARTIST TRAINEE

Friendly Fire Oy March – July 2021

3 month internship where I created game assets for a stylized VR game project.

DIGITAL ILLUSTRATOR TRAINEE

Tampere University of Applied Sciences May – July 2019

2 month internship where I created illustrations for youth's sexual education project called Viva - Nuts N' Eggs, which was funded by THL.

FREELANCE VISUAL DESIGNER

2016 – 2021

I designed logos, websites, shirt prints, album covers etc. Some of my most known clients were Elisa Oyj and famous finnish musicians.

MUSIC PRODUCER AND DJ

2013 – 2020

I produced music for many well known artists, radio, Spotify, iTunes, TV-show Madventures etc. earning one gold record single in 2020.

EDUCATION

TAMPERE UNIVERSITY

Master of Social Sciences, Game Studies 2022 –

TAMPERE UNIVERSITY OF APPLIED SCIENCES

Bachelor of Media and Arts, Interactive Media 2018 – 2022

3D Art, Games Academy, Animation, Visual Design

TAMPERE VOCATIONAL COLLEGE TREDU

Print, Graphic Design, Web Design 2014 – 2017