

Mikko Tahtinen

at Aikona Games AB

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Summary

I'm Mikko Tahtinen and I live together with Kirsi in Norrköping Sweden. I've been working with Game Development as 3D artist and environmental artist since 1993, which has given me opportunity to work with various companies.

This has also given me the privilege working in Los Angeles USA for 1.5 years, between 1995 - 1996, which provided a rich experience that I have had great advantage of.

My main concern itself has been to work as 3D artist, where I had an input on design and the look of some parts of the game. My work has also included often testing, evaluating and pursuing knowledge and methods on to colleagues.

Responsibilities:

Prototyping and developing workpipelines for artists. Involved in developing shaders, tools and workstructures. Heavy responsibilities in prototyping, R&D, designing and modeling. Art optimization. Coaching and mentoring new artists. Communicating with team, management and QA.

Specialties

Project & artist management.

AAA game development - PC, consoles and webbrowser clients.

Environmental modeling and texturing.

Problem solving and communication.

Teaching, coaching and mentoring.

Autodesk Maya

Autodesk 3D Studio MAX

Basic Mudbox

Basic ZBrush

Photoshop

Basic digital film editing

MMA coach.

Certified ADCC referee for Nordic countries.

Certified Shooto (MMA) referee for Nordic countries.

Experience

COO at Aikona Games AB

October 2010 - Present (1 month)

Senior 3D Artist at Freelance

May 2009 - October 2010 (1 year 6 months)

Senior artist | Environmental artist at Power Challenge AB

May 2007 - May 2009 (2 years 1 month)

Power Soccer - Worked on prototyping and developing soccer game arenas for currently webbrowser based online soccer game.

Power Racing - Worked on prototyping and developing a webbrowser based online racing game.

1 recommendation available upon request

Patrolling Security guard. at G4S Security Services

April 2007 - May 2007 (2 months)

Patrolling Security guard.

Teacher at Folkuniversitetet Norrköping

November 2006 - January 2007 (3 months)

Teaching basic Photoshop, Illustrator and InDesign.

Freelance artist at Cellar Door games AB

December 2005 - January 2006 (2 months)

Graphical UI for Soft tube AB - Program that digitally emulate analog amplifiers - Dec. 2005 - Jan. 2006.

Vagverket AB - Don't drink and drive campaign, driving game - Prototype - Spring 2005.

Senior environmental artist at Digital Illusions CE AB

June 2000 - February 2004 (3 years 9 months)

RalliSport Challenge 2 - Rally racing game, Xbox.

RalliSport Challenge 1 - Rally racing game, launch title, Xbox and PC.

Midtown Madness 3 - Asset artist, additional artwork.

Motion capture animator / actor at Starbreeze Studios AB

September 1998 - January 2000 (1 year 5 months)

Sorcery - First person shooter / RPG - Prototype.

Lead artist | Character artist at Spray Circus AB

June 1997 - December 1998 (1 year 7 months)

Project X - Third person action game - Prototype.

Environmental and assets artist | animator at O2 Interactive / Refraction games AB

January 1998 - August 1998 (8 months)

Hasten & Ponny i stallet(Swe) Let's ride(Eng)- 3D horse riding game.

Codename Eagle - Third person adventure shooter.

Lead artist / animator at UDS AB

June 1996 - June 1997 (1 year 1 month)

Patrick Polly Swooshball Challenge - Advertising sports game.

MER Innebandy - Advertising sports game.

Ignition - Top down 3D racing game - Asset artist, additional artwork.

Salvation - First person / third person strategy Shooter - Prototype.

Co-owner at Triton Productions HB

January 1993 - June 1997 (4 years 6 months)

Into the Shadows - Third person beat'em up adventure game - Prototype. Motion capture and artist / animator.

Huntdown - First person / third person shooter - Prototype.

Realtime Gravis Ultrasound soundcard advertising demo.

Tester at Zyrinx

January 1996 - May 1996 (5 months)

Scorcher - SEGA Saturn, PC

Tester at Lemon

January 1996 - May 1996 (5 months)

Amok - SEGA Saturn, PC

Education

Bergska skola, Finspång

1988 - 1992

Interests

CG

Games

Brazilian jiu-jitsu

MMA

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1 person has recommended Mikko

"I worked with Mikko on our Power Racing game when he was responsible for making tracks and models. The effects of his work were truly astounding and we were all always impressed during the demo-runs of the game =). He's a very social guy with a great attitude towards his responsibilities and other workmates."

— **Krzysztof Kondrak**, *Game Designer and Programmer, Power Challenge AB*, worked directly with Mikko at Power Challenge AB

[Contact Mikko on LinkedIn](#)