



KIIA RAIKUNEN

UX & GAME DESIGNER

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GAMES

UX & BLUEPRINT SCRIPTING

2020 • www.kiia.se/kid-fury

Kid Fury vs. The Dodgeballians

I took responsibility for the UX in the game which included all UI, affordance, and mechanical feedback (rumble, flashing when damaged, camera shake, and more).



UX / UI & LEVEL DESIGN

2019 • www.kiia.se/robotage

Robotage

Along with overseeing the design of the level, I designed, scripted, and animated the menu system. I designed the menu to be compatible with keyboard, mouse, and gamepad simultaneously.

NARRATIVE & GAME DESIGN

2020 • www.kiia.se/unmoored

Unmoored

I wrote the full narrative behind Unmoored including dialogues and item descriptions. I also helped plan and design puzzles in the game.

EDUCATION



GAME DESIGN

FutureGames

2019 – 2021 • Stockholm

The second-best Game Design school in the world is a practical school with several game projects to simulate a professional game development environment.

The school features lectures from several seasoned industry specialists.

SOFTWARE



Unreal Engine



Unity



Perforce



Visual Studio



Adobe Photoshop



Adobe Illustrator



GitHub



Microsoft Office 365



Adobe InDesign



Adobe Premiere Pro



Adobe XD

WORK

CROUPIER (CASINO DEALER)

Cherry Spelglädje

Aug 2019 – April 2020 • Stockholm

CAMERA OPERATOR (VOLUNTEER)

Stockholm Pride

2019 • Stockholm