

Mikko Heiskanen CV  
15.12.1988  
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<https://mikkoheiskanen.com/>

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## Education

- Minna Canth high school, 2007 Kuopio, Finland  
High school graduate
- Laajasalo Academy 2009 -2010  
Courses of graphic design and visual expression.  
I learned basic tools of graphic design like Indesign, Photoshop and Illustrator.  
Studies also included traditional painting and photography.
- Varian vocational school, 2010 – 2011 (abandoned studies)  
Graphic design
- Metropolia University of applied sciences, 2011 – 2015  
Bachelor of Culture and Arts.  
Specialization: 3D-animation and  
visualisation  
Graduation in spring 2015.
- Aalto University, 2019 – planned graduation in spring 2021.  
Master of Arts  
Specialization: Animation

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## Essential job history

- Clutch Productions, 06/2015 - 09/2015  
Temporary  
Responsibilities: 3D modelling, character animation, VFX for a short film Might (Clutch productions, 2016) screened at multiple film festivals, YLE TV1 and YLE-areena.
- Sankariliiga Ltd, 10/2015  
Temporary  
Responsibilities: Character animation, VFX for a short film Mausoleum (ELO Film school, Exit Film, Funny-Films, 2016) screened at multiple film festivals, YLE TV1 and YLE-areena
- Smile Audiovisual Ltd, 02/2016 - 08/2019  
Full-time  
Responsibilities: Various 2D and 3D animation development, graphic design
- Plotwise Ltd, 08/2017 - 12/2017  
Temporary  
Responsibilities: Animation, modelling, texturing, shading, compositing for a full-length film Supermarsu (Yellow film & TV, 2018) screened in movie theatres nationwide.
- Boutique Animation Ltd, 07/2018 - 09/2018  
Freelance  
Responsibilities: Storyboarding, animation, modelling, texturing, shading, compositing, rendering for a 3D animated video projection attraction in Heureka science center exhibition.
- Koukku films Ltd, 10/2018  
Freelance  
Responsibilities: 2D-animation for a WWF advertisement. It was displayed online and on public video billboards
- Grim VFX, 02/2019 - 03/2019  
Temporary  
Responsibilities: Character animation, VFX for a commercial (TV and internet)

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- Milton Creative Ltd, 06/2020 - 09/2020  
Freelance  
Responsibilities: Co-directing and developing a documentary animation. It was a part of a series that was shown on social media platforms for the city of Helsinki
- Giggiebug Entertainment Ltd, 01/2021 - 04/2021  
Freelance  
Responsibilities: 3D modelling, texturing, rigging, shading and animating

### **Internships**

- Nosturi 3/2011 - 5/2011  
One and a half month practical training in culture house Nosturi in Helsinki 2011 during my Varia studies. I designed posters, gig-advertisements for magazines and banners for Nosturi's website (mostly advertisements of future events).
- Anima Vitae Ltd 9/2014 – 2/2015  
I worked on previsualizations, character animations, storyboards, animatics and some modelling.

### **Other accomplishments**

- Metropolia game development course 8/2013 - 12/2014  
Development of a fully playable game. My role was to make concept art for characters, modelling, rigging and animating.
- Metropolia innovation course 1/2014 - 5/2014  
Composing new visual look for Finnish TV-show Hauskat Kotivideot for Nelonen Media. The new-look includes opening and closing animation, animated background for the hosting, and bumpers for the commercial break. My role was modelling, animating and compositing.

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### **Current software skillset**

- Illustrator
- Indesign
- After Effects
- Photoshop
- Toon boom storyboard pro
- Max 3D
- Maya
- Mudbox
- Blender
- Zbrush

### **Strengths**

- Animation
- Directing
- Storyboarding
- pre-production

### **Rewards**

- 2nd place in a short film category in Assembly Demoscene competition summer 2013. Our animation film Fatman & Robon was made using 3D software such as Maya. Our team consisted of 6 people. I was in the role of directing.

### **Language skills**

- Finnish, mother tongue
- English, fluent
- Swedish, good