



ELIAS MASSA

Game Designer 29

Notable projects

Free the Fish! & Glass Art (2022)

Hyper casual mobile games released for testing purposes on Google Play. Created while working at Playstack.

JANITOR BLEEDS (2022)

Horror game set in an arcade. Demo downloaded over 20k times, with over 6 million views on YouTube. Released on PC and Xbox, in 2022 in partnership with Bonus Stage Publishing. Developed independently.

Korpus: Buried over the Black Soil (2020)

Narrative-focused horror game where everything you read turns into reality. Released on Steam and Itch.io. School project.

Experience

4/2022 - Ongoing

PlayStack Oy, Game Designer

11/2021 - 4/2022

PlayStack Oy, Junior Game Designer

8/2021 - 12/2021

MeKiwi Oy, Game Designer (Freelance)

2/2020 - 6/2020

KUAS, Game Designer (Internship)

2018-2019

KUAS, Lead Club Organizer

2018-2019

Kajak Games, Event Manager

Skills

Unity & Unreal Engine

Atlassian suite

Adobe XD, Photoshop & Illustrator

Git Bash/Github Desktop

Microsoft Excel + Google Docs

Blender, C#, HTML + CSS

Contact

 eliasmassa.com (Portfolio)

 hiremassa@gmail.com

 +358 442733605

 linkedin.com/in/eliasmassa

 Helsinki, Finland

Education

2017-2020

Kajaani University of Applied Sciences

Focus of studies: Game design

2014-2016

HAMK University of Applied Sciences

Focus of studies: Product design

2009-2012

Hyvinkään Yhteiskoulun Lukio

Matriculation examination

Languages

Finnish: Native

English: Fluent

Swedish, French: Basics