Micke “Krasmi” Krasila

Game producer, A/V and content creator based in Finland.

Open to work · Currently open to full-time Game Producer / A/V roles and freelance content & production work.

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Experience

SaarTar Kuvaus & Media Oy

Mar–Jun & Jun–Sep 2026

- **Gimbal video and B-roll shoots on location**
- **Unity level design and game programming**
- **Employer feedback: work quality exemplary**

IGDA Finland Helsinki

Sep 2024 – present

- **~500-person events → one-laptop OBS workflow**
- **Hybrid events streamed to Twitch and YouTube**
- **A/V Lead after four months as A/V support**

Finnish Game Jam

Oct 2024 – present

- **Co-produced FGJ25 in a core team of three**
- **Rebuilt the Discord server with onboarding**
- **Board deputy 2025–26**

PHZ Game Studios

Aug 2024 – Jan 2025

- **Led teams of 3–10 on two games**
- **Competitive bids for Veikkaus**
- **Trello workflow optimizations**

IGDA Finland Kajaani
Jan–Aug 2024

- **Seven months of event photo and video**
- **Timelapses and stills for Instagram and LinkedIn**

Finnish Esport League, Rainbow Six Siege
Nov 2023 – Feb 2024

- **56 matches cast over 14 playdays**
- **Season 8 of the league**

Northern Game Summit
Feb–Oct 2023

- **Camera feeds across multiple halls**
- **Photos used on the NGS24 website**

KAMK.GG
Oct 2022 – Jun 2023

- **460,000 unique viewers: SurfShark Valorant 2023**
- **OBS setups for Assembly Winter 2023 LAN streaming**
- **Highlight edits and timelapses in DaVinci Resolve**

Valmet
Jun–Aug 2020 & Jun–Aug 2023

- **Control-logic testing for paper machines (DNA system)**
- **2023: support for hydraulic component testing**

Team Last Hope
Sep–Dec 2022

- **Biweekly playtests with students from other fields**
- **Functional prototype under tight deadlines**

Hyperion Entertainment
Jun–Aug 2022

- **Wrote the core game design document**
- **Presented the project and its failure honestly**

Random Team One
Sep–Dec 2021

- **Lead programmer (Unreal 4), then producer mid-project**
- **Android-compatible demo delivered**

Content creator

May 2016 – present

- **Twitch Affiliate: top 1.52% of Finnish channels (#396)**
- **198 YouTube videos · 157+ hours streamed recently**
- **Streamer.bot automation across Twitch, YouTube and Kick**

Tools & skills

Unity | Unreal Engine 4/5 | Game design documents | Scrum | Trello | HacknPlan | Risk analysis | OBS | Streamer.bot | Speaker.bot | DaVinci Resolve | LumaFusion | Affinity Photo | Affinity Designer | Discord | Google Workspace | Microsoft Office | macOS / iPadOS / iOS | Windows / Android | unRAID | AI tools | Claude | Grok | ChatGPT | Gemini | Microsoft Copilot | Ollama

Education

Kajaani University of Applied Sciences

2020–2025

Bachelor of Business Administration, Information Management, Game Producer

Thesis: AI pelituotannossa (2025)

urn.fi/URN:NBN:fi:amk-2025102826615

Keuda, Kerava

Basic degree in Information and Communication Technology (Datanomi)

Certifications

Occupational Safety Card (until 6/2028) · Electrical Safety Card (until 30 May 2028) · Food Hygiene Card (valid indefinitely)

Languages

Finnish (native) · English (good)