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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Career timeline



Content creator
Twitch Affiliate · YouTube (since 2016) · May 2016 – present

Valmet
Trainee · Jun–Aug 2020 & Jun–Aug 2023

Random Team One
Lead programmer, then producer · Sep–Dec 2021

Hyperion Entertainment
Lead producer & QA · Jun–Aug 2022

Team Last Hope
Producer & QA · Sep–Dec 2022

KAMK.GG
Generalist, stream production · Oct 2022 – Jun 2023

Northern Game Summit
Tech volunteer · Feb–Oct 2023

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

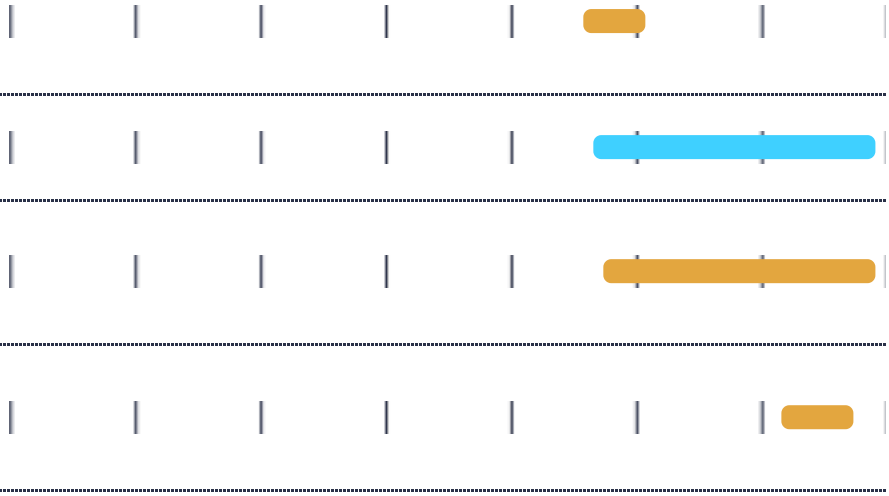
IGDA Finland Kajaani
Photographer & videographer · Jan–Aug 2024

PHZ Game Studios
Intern producer · Aug 2024 – Jan 2025

IGDA Finland Helsinki
A/V Lead · Sep 2024 – present

Finnish Game Jam
Co-producer & board deputy · Oct 2024 – present

SaarTar Kuvaus & Media Oy
Work placement · Mar–Jun & Jun–Sep 2026



Experience

SaarTar Kuvaus & Media Oy
Mar–Jun & Jun–Sep 2026

Work placement at SaarTar Kuvaus & Media Oy on 1 March–1 June 2026 and 15 June–15 September 2026, with a break in between. The placement was mostly remote, with shooting days on location. My tasks covered game programming, game production and level design in Unity, plus photography, videography and video editing. I took part in shoots at Suomenlinna and at a client's horse farm in Lohja, doing gimbal video and supplementary B-roll and helping make the presentation videos of both locations, and I joined dog photography sessions in a dog forest in Sipoo. Feedback from the company's CEO and COO: I worked on my own initiative and handled the tasks well, and the quality of my work was exemplary. During the placement I built my skills in game design, video shooting and video editing.

IGDA Finland Helsinki
Sep 2024 – present

I took over the A/V of Finland's largest game-developer meetup, which gathers about 500 attendees a month in the room and online. The old setup relied on several devices and on manually hot-swapping HDMI cables between presenters. I rebuilt it as a one-laptop OBS workflow with pre-recorded trailers for the demo corner, smooth fade transitions between scenes and animated presentation slides that keep the audience engaged. I started as A/V support for four months before taking over the lead. Every event is streamed to Twitch and YouTube, and I work with the event leads to match the A/V solutions to the community's goals and keep the gatherings professional and inclusive.

Finnish Game Jam

Oct 2024 – present

Co-producer of Finnish Game Jam 25, a regional event under the Global Game Jam, together with a co-producer and the regional coordinator. In a core organising team of three I set the milestones and made sure the promised tasks were delivered on time. I oversaw the stream setup for the January 2025 event, delivering a professional broadcast that showcased the participants' games, and supported dozens of teams in building their prototypes. For 2025–26 I joined the board as deputy. I rebuilt the main Finnish Game Jam Discord server with an onboarding flow that makes joining a site as a jammer easier and more reliable, helped set up the streaming content with a board member, and during the event helped site organisers with Discord issues and took part in managing the stream.

PHZ Game Studios

Aug 2024 – Jan 2025

Intern producer on two games, one web-based and one Unity-based (details confidential). I led teams of 3–10 people, adapting as the team size changed, and ran daily stand-ups with the wider company to keep goals aligned. I built project workflows in Trello, Word and Excel for task tracking and documentation, and introduced Trello optimizations that improved the team's efficiency and communication. I also contributed to sales by preparing competitive bids for Veikkaus and pitching potential game projects to secure funding.

IGDA Finland Kajaani

Jan–Aug 2024

Supported IGDA Kajaani's monthly events for seven months as photographer and videographer, capturing timelapses and still images to promote Finland's game-development community. I shared the material on Instagram and LinkedIn to raise the events' visibility and helped with event logistics, including setup and coordination. I edited the images in Affinity Photo to keep the promotional content at a professional level for the Kajaani game-development hub.

Finnish Esport League, Rainbow Six Siege

Nov 2023 – Feb 2024

Caster for Season 8 of the Finnish Esport League's Rainbow Six Siege tournament: 56 matches over 14 playdays. I researched the game in depth to give analytical commentary that keeps viewers engaged, and received positive feedback on the clarity and energy of my casting throughout the season. The work built my skills in running large A/V productions and in improvised speaking, both central to dynamic game production and community-facing roles.

Northern Game Summit



Feb–Oct 2023

Volunteer in Northern Game Summit's tech team: I set up the video camera feeds that carried the programme across multiple halls, so the whole event was covered seamlessly. As event photographer I shot images that were used on the NGS24 website and in promotional material, including photos a speaker asked for their own social media posts. The event drew hundreds of attendees and exhibitors.

KAMK.GG



Oct 2022 – Jun 2023

Generalist in KAMK.GG's esports team. I managed the live streams of high-profile events, including the SurfShark Valorant 2023 tournament (460,000 unique viewers, 16,000+ on the English broadcast) and the Aimlab Frostbite Series: configuring OBS for seamless scene transitions, coordinating with the casters and troubleshooting technical issues so the Twitch broadcasts stayed professional. At Assembly Winter 2023 I set up OBS and gaming systems for streamers so LAN-event streaming ran smoothly, and supported booth setup and community interactions. I also edited a highlight clip from a SurfShark Valorant round and made timelapse videos, such as booth navigation guides for Assembly Winter, in DaVinci Resolve for Instagram and YouTube. The role sparked my passion for esports event production.

Valmet



Jun–Aug 2020 & Jun–Aug 2023

Trainee at Valmet in summer 2020 and summer 2023. In 2020 I contributed to the program design of paper-machine controls on the DNA automation system, testing node code for accuracy in Microsoft Excel. In 2023 I assisted engineers in the operational testing of machine components, including hydraulic systems, to make sure they worked as intended. The work built technical precision and careful documentation habits that I bring into game production workflows.

Team Last Hope

Sep–Dec 2022

Producer and QA on Curse of Trespassing, a horror game with procedurally generated maps where the player escapes a haunted school while an entity hunts by sound. I managed the team with HacknPlan (a first for me, recommended by our instructors) and Excel timetables, which made task allocation clear. I organised biweekly playtests and promoted them to students from other fields to gather varied feedback, which led to iterative improvements. Coordinating a multi-disciplinary team was the main challenge; we still delivered a functional prototype under tight deadlines.

Hyperion Entertainment
Jun–Aug 2022

Lead producer on Smolrors, sharing tasks with a co-producer and steering the team through tight deadlines. I wrote the core game design document to give the project a clear vision and milestones, and presented it to course instructors and peers, who gave positive feedback. The project ran into real trouble: I relocated mid-project and the code and art leads left early. I adapted to the smaller team and kept the work going as long as it was viable; in the end I told colleagues and teachers plainly that the project had failed and had to be shut down.

Random Team One
Sep–Dec 2021

Started as lead programmer on an Unreal Engine 4 game, using visual scripting to implement the mechanics and authoring the Technical Design Document (TDD). When the original producer left, I moved into the producer role mid-project, ran weekly scrums on Discord and coordinated a fragmented team. Artists were unavailable at times and schedules did not line up, but with help from a fellow student we delivered an Android-compatible demo. I adapted to the new role and saw the project through under constrained circumstances.

Content creator
May 2016 – present

Creating content since 2016 as a Twitch Affiliate (top 1.52% of Finnish channels, #396) and a YouTube creator with 198 published videos. I moved from Rainbow Six Siege streams to variety gaming in 2021 and added tech tutorials and a dragon-themed VTuber persona in 2025. I use Streamer.bot to automate commands, channel points, alerts and chat integration across Twitch, YouTube and Kick, and I edit long and short-form videos in DaVinci Resolve. The work has built strong improvisational speaking and community-management skills that carry over to game production and event leadership.

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)