

TOMMI HARTIKAINEN

Born in Kuopio on May 20th, 1981
tommi.hartikainen.1981@gmail.com
+358 40 5678 799
Turku, Finland

CURRICULUM VITAE

Award-winning audio designer, mixer and composer with 20+ years of professional experience from gaming, music and film. Currently employed as the audio director at Rival Games. Owns and operates an expertly treated post-production studio loaded with quality gear and software.

WEBSITE LINKEDIN

<http://tommihartikainen.com>
<https://www.linkedin.com/in/tommihartikainen/>

SPECIALIZATIONS

Audio design for gaming, film and installations
Mixing music/re-recording/voice
Composition music/gaming/film
Lead as producer (music), audio director and audio lead (gaming)
Recording studio/orchestral/field
Mastering music
Instruments el. bass, vocals, drums/percussion, guitars, lapsteel, mandolin
Dialogue editing gaming/film
Studio work e.g. hardware maintenance, Pro Tools, Windows & PC builds
Implementation fmod, wwise, Unity
Game design dialogue systems, narrative design, mechanics, controls...
Writing lyrics, gaming, theatre

SUPPORTING SKILLS

RELEVANT INFORMATION

Over twenty years of professional experience in audio
Degree in music technology, studies in computer sciences
Excellent communication and documentation skills
Extremely reliable coordinational and managerial proficiency
Driven & goal-oriented team player with an omnipresent sense of humour
Extensive gigging experience has helped develop grace under pressure
Studies in programming grant a good understanding and basis for scripting

LANGUAGES

Finnish (native level), English (native level), Swedish (intermediate), French (basic)

AWARDS AND ACCOLADES

Alien: Blackout (*Rival Games*)
Apple's Best of the Year 2019, Pocket Gamer Mobile Games Awards 2020-finalist in Best Audio/Visual Accomplishment 2019

Thief of Thieves - Season One (*Rival Games*)
"Best Creative Achievement of the Year 2018" from the Finnish Game Awards 2019, The Launch trailer won the Game Industry Conference's "The Best Video Game Trailer" 2018, "Best Storytelling" at the Game Connection Awards 2018

EMPLOYMENT HISTORY

Freelancer (1998-), *Produktio Musamuusa/Noise Camp Studios, Bugbear Entertainment, Rival Games* (2013-)

CLIENTS & COLLABORATIONS

Over 100 artists/bands/classical ensembles, UpHill Films, Rockodile Games, City of Turku, Ryan Cota, Skybound Entertainment, Saturday Morning Cereal, Turku University of Applied Sciences, FoxNext Games, D3 Go!, Bono Health, Grumblo, EQ Acoustics, Sonarworks, Acustica Audio, Forbidden Studios...

REFERRALS

Josh Austin, senior producer at *D3 Go!*; *TQ Jefferson*, vice president at *Games & Interactive Experiences 20th Century Studios Properties*; *Will Beckman*, voice producer at *Apple*; *Jukka Laakso*, CEO at *Rival Games*

March 6th, 2020