

TOMMI HARTIKAINEN

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

PORTFOLIO

ALIEN: BLACKOUT

by Rival Games and Theory Interactive, 2019

<https://d3go.com/games/alienblackout/>

Roles:

Audio director, lead audio designer, composer, voice mixer, music mixer, music mastering engineer, recordist, field recordist

Launch Trailer (audio design, composition, recording, music mixing, voice mixing, re-recording mixing)

Awards:

Apple's Best of the Year 2019

Best Audio/Visual Accomplishment-finalist, Pocket Gamer Mobile Games Awards 2020 (winner announced 21.1.2020)

Gamespot:

"It's the sound design where Blackout really excels."

Video review from IGN

[Interview by Perfect Organism](#), a fan community resource

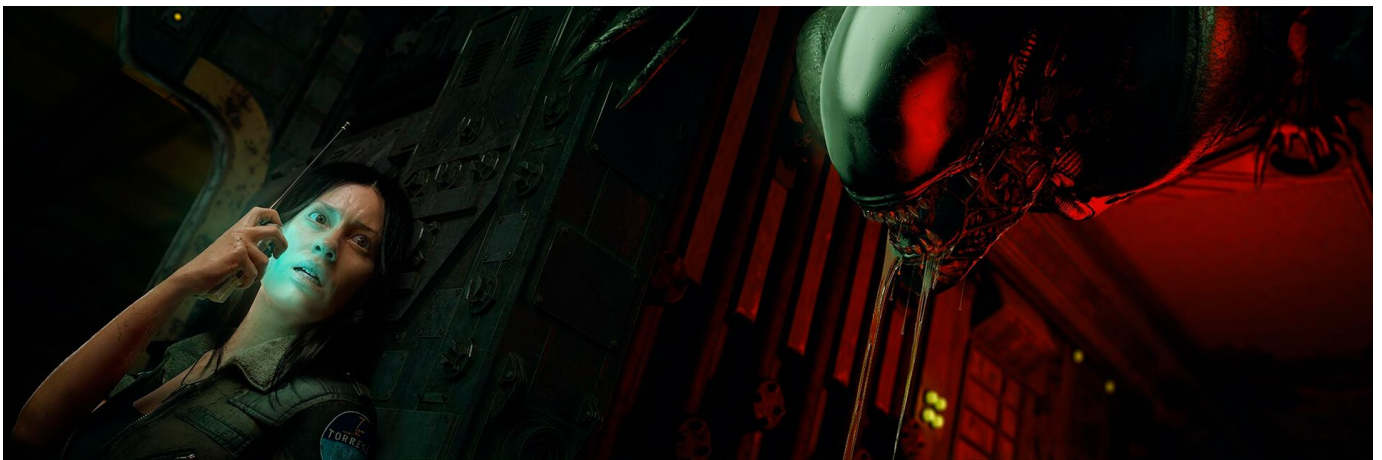
Listen to the soundtrack (composition, orchestral programming, recording, percussion, music mixing, music mastering):

on [Tidal](#)

on [Spotify](#)

My angle:

"It was a true honour and a privilege stepping into the shoes of Jerry Goldsmith to create the atmosphere of this storied franchise by composing a classical score for Alien: Blackout, and supporting it with original sound design, mangling tracks from the hallowed original film archives and voice mixing (e.g.) Amanda Ripley herself (Andrea Deck) - not to mention being officially included into the canon!"



January 10th, 2020

THIEF OF THIEVES - SEASON ONE

by Rival Games, 2018

https://store.steampowered.com/app/635390/Thief_of_Thieves_Season_One/

Roles:

Audio director, lead audio designer, composer, voice mixer, music mixer, music mastering engineer, recordist, field recordist, electric bass, drum programming, percussion, electric guitars

Launch Trailer (audio design, composition, all instrumentation, music mixing, voice mixing, music mastering. Re-recording mixing performed by the outsourced video editor)

Awards:

Best Creative Achievement of the Year 2018, Finnish Game Awards

The Best Video Game Trailer, Game Industry Conference 2018

Best Storytelling, Game Connection Awards 2018

Most Promising IP, Game Connection Awards 2018

Making Of Thief Of Thieves - Season One, Art & Audio- interview (audio design, composition, conducting, recording, music mixing, music mastering, voice mixing, re-recording mixing, dialogue edit)

Rock, Paper, Shotgun:

"Stealth + XIII-style faux-comic panels captions + supercool music = HELLO."

My angle:

"A wonderful challenge on all fronts. I wanted to marry two totally different modes of gameplay and storytelling, both represented through its own instrumentation and compositional styles; both featuring a truly lovely cast of voice talent (Stephen Stanton [Rogue One], Fryda Wolff [Mass Effect: Andromeda], Cissy Jones [Firewatch, Death Stranding], Omid Abtahi [Mandalorian, American Gods], etc...) I had the pleasure to voice mix and even write a song to feature the leading two on!"



January 10th, 2020

LOWGLOW

<https://store.steampowered.com/app/405950/Lowglow/>

by Rockodile Games, 2016

Roles:

Lead audio designer, composer, recordist, music mixer, music mastering engineer, the voice overs were added after my participation in the project

Launch Trailer (audio design, composition, recording, music mixing, music mastering)

Rock, Paper, Shotgun:

"Sounds beautiful"

My angle:

"Lowglow was a joyous little game for which to design audio. It was immensely rewarding attempting to create an interactive, meditative soundscape where music and sound effects together fuse into an ethereal aural canvas, while at the same time giving player feedback and supporting the gameplay. The game features an interesting mix of both quirky old analogue synths and pristine modern software."



THE DETAIL

https://store.steampowered.com/app/319970/The_Detail/

by Rival Games, 2016

Roles:

Lead audio designer, composer, music mixer, recordist, electric bass, drum programming, acoustic drums & percussion, acoustic guitars, lapsteel, mandolin, electric guitar

Launch Trailer A and launch trailer B (composition, arrangement, mandolin, acoustic guitar, electric bass, percussion, drum programming, orchestral programming, synths, recording, music mixing, music mastering):

Hardcore Gamer:

"Fantastic, tense music helps to cement the game's gritty atmosphere."

My angle:

"This game was a monument to not just dirt, noir, graphic novels and grimdark - but also to intuition and speed of delivery. The audio for the entire second episode, for example, was completed from scratch (from design to implementation) in under nineteen working days alongside production."

January 10th, 2020