RESUME

CONTACT INFO

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CAREER OBJECTIVE

A challenging career in sound designing for games, theatre and videos where I can develop my skills and let my creativiness flow.

REEL & SOUNDS

Demo Reel SoundCloud

IMDb

http://vimeo.com/user21280839/nikohuttunenreel2015

http://soundcloud.com/nikohut

http://www.imdb.com/name/nm6301213/?ref =fn al nm 1

EMPLOYMENT HISTORY

October- December 2015

Several ongoing sound design and composing projects with independent developers.

October 2015

Creating sound effects and music to mobile game by Standard Games.

August - September 2015

Composing music and creating sound assets for mobile game by Three19. Released in November 2015.

https://itunes.apple.com/us/app/hangwoman/id1052588804?mt=8

July - August 2015

Composing and creating sfx for incoming tablet RPG Game by Mythland Studio. Release in December 2015.

June – July 2015

Composing main theme for australian musical "Molli".

June 2015

Creating sound effects and music to mobile game.

https://play.google.com/store/apps/details?id=drokid.game.online2048

April 2015

Sound Designer at the game company Creeng. Creating sound effects for mobile soccer game.

https://play.google.com/store/apps/details?id=com.creeng.soccertricks

December 2014 - Present

Sound Designer at game company Digiwizards. Creating sound effects for ios games and trailers.

November 2014 - February 2015

Composing music and creating soundscapes which are performed live for in-house dance production called "Myrsky - Storm". Premiere 28.2.2015.

July 2014 - March 2015

Sound Designer internship at the Art foundation HIHI. Working from home as a sound designer and composer on new 3D game and film projects.

May 2014

Sound installation collaboration "Onnellisuuden puu" (Tree of Happiness) with Dancer-Choreographer Riikka Theresa Innanen presented for Tanssivirtaa - Contemporary Dance Festival

April 2014

Music arranger for Emma Theatre "SUOMI - Hulluu touhuu!" Naantali's summer theatre production, premiere 28.5.2014.

January 2013 - present

Freelance-based works for independent employers, eg. sound effects for mobile games, jingle composing and sound engineering

November - December 2013

Editing and premixing foley and ADR for an independent martial arts feature film "Kamikaze" by Beat 'em Up Films. Sound supervisor Dion Thorpe. Release in 2015.

September - November 2013

Sfx editor in independent film production "Nightman of Nevermoore", director Chris Thomas and supervising sound editor Dion Thorpe. Premiere 4.2.2014.

March 2012 - present

Dance Theatre Mobita-Dansko

Sound designer, sound engineer and technical manager on tours

- sound design and sound engineering for "Hyppy Leap" in-house production, choreographed by Tommi Kitti. Premiere 5.11.2014.
- sound design, composing, music arranging and performing in "Pieni Lelukauppa" inhouse production, premiere 2.5.2014
- sound design and sound engineering for "Triumfi" in-house production, choreographed by Ari Numminen. Premiere 21.11.2013.
- sound design and music arranging in "Sebastian" in-house production, premiere 29.10.2013
- sound design and live effects in "Sky Walker" visiting production, premiere 19.2.2013
- sound design and live effects in "Klaffi" in-house production, premiere 30.11.2012
- sound design and performing in "Ronja Ryövärintytär" in-house production, premiere 11.10.2012

October - December 2011

Rakastajat Theatre "Lumienkeleitä" production, premiere 23.11.2011 Musician, composer and music arranger

September - December 2011

Rakastajat Theatre "Tonight: Mänkki! Eli tiernapojat pinteessä" production, premiere 12.11.2011

Musician, composer and music arranger

June - July 2011

Danone Finland Advertising Campagne Composer, music arranger and musician

October - December 2010 / March 2011

Rakastajat Theatre "Kai Tanner Experience" production, premiere 12.11.2010

Musician

August - September 2010

Karen Egan "Temptation" (cabaree show), premiere 1.9.2010 Musician

ADDITIONAL EMPLOYMENTS

Many years work experience as a freelance musician with different groups and projects (e.g. Porkka Playboys, Sumea, Detectives)

Composing and arranging music for short documentary films made by Cultural Affairs of City of Tampere in 2013

Recording, mixing and mastering experience gained from making demos and albums for different groups (e.g. Subzero Fun, Point and Detectives)

Many years experience as a freelance sound engineer in several finnish audio rental companies

EDUCATION

2007 - 2013

University of Jyväskylä Master of Arts (musicology)

2004 - 2007

Palmgren Conservatory

Vocational Qualification in Music, Study programme in music technology

RELEVANT SKILLS

Master of wide variety of instruments including guitars, basses, keyboards, brass instruments and also some woodwinds (eg. tenor saxophone)

Excellent knowledge of DAWs (Logic, Pro Tools, Live)

FMOD - basic

Notation software Sibelius - advanced

PROFESSIONAL AFFILIATIONS

Member of Audio Engineering Society (AES) Member of Finnish Society for Acoustic Ecology

HOBBIES

Climbing and bouldering
Juggling with balls and clubs
Building guitar stompboxes and amps

REFEREES

Sanna Grönmark, Pori Jazz festivaalin markkinointisuunnittelija ja lipunmyyntipäällikkö Marketing designer and Ticket sales manager at Pori Jazz

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Àgnes Paraczky, Musiikkikasvatuksen tohtori, Palmgren-konservatorio Doctor in Music Education, Palmgren Conservatory

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