

# Eetu Tähtinen, 30

## Sound Design & Game Audio

Sound Designer with a strong emphasis on game audio where my productivity and problem-solving qualities thrive while allowing me to stay creative. I'm easy to co-operate with as I can easily come up with solutions for different tasks but also adapt to decisions and ideas of others with creative sense.

## Contact

### Address

Rongankatu 15a 31, 33100,  
Tampere, Finland

### Phone

+358 504637030

### E-mail

eetu.tahtinen@hotmail.com


## Skills

- Audio Manipulation & Implementation
- Teamwork & Productivity
- Problem solving

## Proficiencies in software

- Pro Tools
- Reaper
- Wwise
- FMOD
- Unreal Engine 4/5
- Metasounds
- Unity
- Izotope RX
- Pure Data
- Max-MSP
- C#

## Language skills

Finnish   
English   
Swedish 

## Work History

### 2021-05 – Present **Sound Designer & Sound Engineer**

*Yleisradio, NEP Finland etc.*

· Freelance Sound Designer at Yleisradio, NEP and various other companies doing post-production, sound design, field recording and sound engineering on different tv-programs and events.

### 2023-04 – 2023-10 **Sound Designer**

*Makea Games*

· Freelance Sound Designer at Makea Games, working on a parkour game *Supermoves*, creating movement sounds, vocalizations, ambiences, prop sounds, UI sounds etc. and implementing them through Unreal Engine's Metasounds.

### 2021-01 – 2022-04 **Sound Designer**

*Red Stage Entertainment*

· Sound Designer in a Nordic Game of The Year 2023, *Skábma – Snowfall*, creating and planning various sounds and implementing them into Unity using Wwise.  
· Working on environmental sounds like waterfalls, rivers and ambiences as well as player movement sounds, skills, monster sounds, UI sounds etc. in *Skábma's* massive world.

### 2020-03 – 2021-06 **Sound Designer**

*CatBit*

· Sound Designer in an ARPG game *LifeLeech* creating and implementing sounds in Unreal Engine for ambiences, skills, player movements and actions and enemy skills.

### 2018-04 – 2021-03 **Sound Designer**

*Boxicity Game Studios*

· Sound Designer in 1st person shooter *Blockiverse: Camouflage*. Creating, editing and mixing sounds for different guns, impacts, armory and skills.

## Education

### 2017-08 – 2021-06 **Bachelor of Arts: Sound Design & Music Production**

*TAMK - Tampere University of Applied Sciences - Tampere, Finland*

### 2019-09 – 2020-01 **Bachelor of Arts: Game Sound Design & Audio Processing**

*GCU - Glasgow Caledonian University - Glasgow, UK*