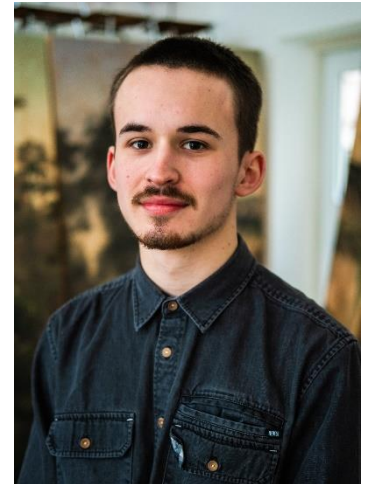


Vincent Steenstra Toussaint

Composer + Game Audio

Netherlands |

vincent.toussaint@gmail.com



Employment

Composer / Sound Designer — Freelance

Sep. 2016 - Present

Commissioned composition and sound design work for games, film and animation.

Composer's Assistant — Rich Vreeland (Disasterpeace)

Oct. 2018 – Dec. 2018

As part of a three-month internship, assisted L.A. composer Rich Vreeland on his work on Triple Frontier, Mini Metro among others.

Projects

Game

Push Your Family — Meteor Mug

Sep. 2019 – Q3 2021

Composer, Sound Designer, Audio Implementation

Transmogrify — Odyssey Entertainment

Aug. 2018 – Q4 2021

Audio Lead, Composer

Project: Exhibited — Team Thieves

Mar. 2020 – Aug. 2020

Audio Lead, Audio Implementation

Game Builder — Area 120 (Google)

Oct. 2018 – Nov. 2018

Composer

Möbler — MDT

Jun. 2018 – Sep. 2018

Composer, Sound Designer

Film

A Boy Called Freedom — Job van Aken	Jul. 2020 – Dec. 2020
<i>Composer</i>	
ENNE?! — Juliëtte Sartorius / HKU	Sep. 2020 – Nov. 2020
<i>Composer</i>	
Behind The Doors — Huyen Trang Ngo / Hochschule Hannover	Sep. 2019 – Jan. 2020
<i>Composer</i>	
In Search of Stories — Amsterdam UMC	Sep. 2019 – Dec. 2019
<i>Composer</i>	
Hammartun — Ingen Reservebank / Den Norske Filmskolen	Oct. 2019 – Nov. 2019
<i>Composer</i>	
HKU meets EYE: Wings — EYE Filmmuseum	Feb. 2018 – Jun. 2018
<i>Composer, Project Management</i>	
Triple Frontier — Netflix	Oct. 2018 – Dec. 2018
<i>Composer's Assistant</i>	
Papa Poule — Lucie Zix / Falmouth University	Oct. 2017 – Aug. 2018
<i>Composer, Sound Designer</i>	

Education

HKU Music & Technology — Bachelor of Music (Hons), Utrecht	2016 - 2020
Composition for the Media: A diverse set of courses ranging from audio production to programming, often in collaboration with different (creative) disciplines.	
Ichthus Lyceum — Pre-University Education (VWO), Driehuis	2010 - 2016
Unit of Study (Profile): Economics & Society (E&M)	

Related Experience

Performing Artist	2012 - 2019
Guitarist in multiple bands ranging from rock, to country, to jazz.	
Front of House Mixing Engineer	2015 - 2017
Mixing both Front of House and monitor mixes.	

Tools + Software

Cubase, Pro Tools, Reaper, Sibelius, RX7, WWise, Fmod, Unreal, Unity, Godot, Github, Kontakt KSP, Max MSP.

Recommendations

"Vincent has strong writing and production chops, and learned very quickly when gaining new experiences during our time together. The quality of the fulfilled assignments [were] of a very high quality and he showed excellent intuition in figuring new things out. Always delivered on time, proactive in cultivating projects and opportunities. Vincent has a very bright future and would excel at whatever he puts his mind to in the music / audio field."

- **Rich Vreeland** (Disasterpeace)