

Finn Mitchell-Anyon



Composer / Sound Designer / Audio Programmer

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Summary

Composer and sound designer for games and media. Experienced with producing music and sound effects in a variety of styles, as well as integrating audio using game engines and audio middleware. Passionate about exploring the intersection between visuals and sound.

Education

- **Bachelor of Design Innovation in Media Design**,
Victoria University of Wellington, 2016-2018
- **Postgraduate Diploma in Composition/Sonic Arts** (Graduated with Distinction)
Victoria University of Wellington, 2019

Certifications and Achievements

- **Grade 8 Performance Piano**, NZMEB, awarded with distinction
- **Grade 5 Music Theory**, NZMEB, awarded with distinction
- **Outstanding Young Participant Award**, Regenerate Game Jam Matariki 2022

Experience

Game composer	Freelance, 2019 - Present <ul style="list-style-type: none">• Composed original music and sound effects for games• Collaborated with the developers to find the right sonic direction for their game• Managed my time to produce audio assets by the given deadline
Piano teacher	Wellington Music Academy, 2017 - Present <ul style="list-style-type: none">• Taught students how to read and perform music on the piano

Skills

Software

- Unity
- Unreal
- FMOD
- Wwise
- Ableton Live
- Pro Tools
- Reaper

Programming

- Javascript
- C#

Audio

- Recording
- Arrangement
- Mixing
- Mastering
- Synthesis

Personal

- Great Communicator
- Friendly and Cooperative
- Self-Managed
- Detail-Oriented

Selected Projects

Trigger Witch

A NZ-made twin-stick shooter set in a fantasy world. The soundtrack I wrote dynamically reacts when the player enters combat, transitioning from a 16-bit orchestral style to a synth-metal rearrangement.

Reorientation Week

A prototype for a first-person puzzle-platformer about reorienting gravity. I worked on music, sound design, and audio integration. The music becomes increasingly layered as the player redirects gravity.

Voxelarium

A procedurally generated sandbox which the player is able to freely explore and reshape. I designed the game's sound effects and implemented them using FMOD and C#.

Equine

A horse racing and management game which I composed the soundtrack for. I wrote unique character themes for each of the game's playable characters, as well as the main theme.

Forest

An interactive audiovisual experience which I created with Javascript. The user plants musical trees to create a unique soundscape.