

Ivan Titkov

Music Composer

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PORTFOLIO:

<https://ivantitkov.com/cv>

Professional Composer with experience in creating music for films, cartoons, video games and other projects. I specialize in orchestral music composition. John Williams, Hans Zimmer, Alan Silvestri, Danny Elfman, Pyotr Tchaikovsky, Ennio Morricone and Andrew Lloyd Webber are the artists whose musical styles have had the biggest influence on me. However, I'm available for all kinds of musical experiments and ready to try my skills in absolutely any genre.



Work Experience

Composer / Video Editor

Frying Jelly
April 2021 – Present

Music production for various PC, mobile and console game titles

Trailer Music Composer

Studio Vector
April 2021

Trailer music creation for the "Building Mogul Online" city-building simulator PC game

Composer

April 2021

Original music creation for the animated short film "A Walk in the Dark"

Trailer Music Composer

Alloy Tracks – Los Angeles, CA
December 2020 – Present

Production of bespoke trailer music for visual media

Composer

Bollinger Animation
May 2019 – Present

Original music creation for the animated YouTube series "Pencilmation"

Composer

September 2020

Original music creation for the animated short film "Fly Fishing"

Composer / Sound Designer

RMB Games
April 2019 – Present

Music and SFX production for educational mobile apps for children

Arranger / Composer

Bee Production & Advertising Company – Kuwait City
January 2019 – April 2019

Production of epic orchestral arrangements for existing pop songs

Trailer Music Composer

Rocket Flair Studios – Belfast
March 2019 – March 2019

Trailer music creation for the "Dynasty of the Sands" ancient Egyptian RTS

Composer

Tales of Gaia - Victoria, BC
December 2018 – January 2019

Music Creation for the "Tales of Gaia" YouTube role-playing series

Composer / Arranger

Verde Cultura - London
June 2017 – January 2019

Production of modern orchestral renditions of existing hip-hop songs

Composer

CBTSOC - Bronx, NY
September 2017 – November 2018

Corporate orchestral pop songs composition

Additional Music Composer

Fireart Studio - Warsaw
August 2018 – September 2018

Additional music creation for the "Spirit Roots" platformer video game

Composer

KidApp - Sunny Isles Beach, FL
May 2018 – June 2018

Music creation for the "Music Games for Kids: Melody 2" mobile video game

Composer

GS Games
August 2017 – August 2017

Main theme and in-game music creation for the "Treasure of Genie" browser game

Additional Music Composer

Komissarzhevskaya Theatre - Saint Petersburg
May 2015 – June 2017

Additional music creation for various stage plays

Composer

Lenfilm Studios - Saint Petersburg
August 2014 – April 2015

Music creation for the Russian historical feature "Contribution"

Education

Master's Degree in Film & TV Directing

St. Petersburg State University of Film and Television - Saint Petersburg
September 2011 – July 2016

Private Lessons in Music Composition, Ear Training and Piano Performance

St. Petersburg State Conservatory - Saint Petersburg
1998 – 2011

Piano Performance

Music School governed by St. Petersburg State Conservatory - Saint Petersburg
September 1997 – July 2009

Biography

My interest in music and filmmaking began with Disney's "Fantasia", which was the first movie that I ever watched. When I was three years old, I started taking piano and music theory lessons. During that time, I also shot my first stop-motion short films.

I started composing music at the age of 14 using Finale notation software. After the high school graduation, I made a decision to persuade a film director's career and was accepted into a local film university.

During the 3rd year of education our mentor was directing a historical feature film about the Russian revolution. They didn't have a composer attached, so I decided to give it a shot. I composed a short demo in FL Studio, which, to my excitement, got me hired. The soundtrack was recorded with a live chamber orchestra. On the day of that studio session I decided to become a film composer.

Since then I've worked on a variety of projects as a freelancer – mostly video game soundtracks and background instrumentals. Currently I work as a composer on the "Pencilmation" Youtube series, a trailer music composer at Alloy Tracks production music library and am the in-house composer at Frying Jelly video game studio.