

SKOMANTAS JONAS LIUTKEVIČIUS

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Game composer, producer and sound designer: melodic themes, adaptive music and SFX for independent developers.
Songwriter on three platinum albums that won M.A.M.A. Awards. Composition degree from the Lithuanian Academy of Music and Theatre.

WORK EXPERIENCE

Game audio | Independent studios, international | 2022 – Present

- Composing the soundtrack for **Gutterpup Games**, an independent roguelike strategy game currently in development.
- Music and sound design for a vertical slice of an unannounced title with an international indie studio.
- Composed trailer music for **Blast Furnace Games**.
- Adaptive music stems and SFX for game jams: **International Game Jam**, **Spelkolektivet Retro Game Jam**, **Itch.io**.
- UI and sound design for independent developers, plus UI design support for freelance programmers building client websites.
- Interactive music delivered as stems, seamless loops and transitions, plus a playable adaptive music demo on my website.
- All music is composed and produced entirely by me, with no generative AI at any stage.

Commercial music | Lithuania and international | 2020 – Present

- Songwriting, vocal recording and production on three **Jessica Shy** albums that went platinum and won M.A.M.A. Awards.
- Composer, producer: **Jessica Shy**, **Rokas Yan**, **Nombeko Augustè**, **Silvester Belt**, **Norbertas**.
- Ongoing collaboration with the music publisher **OpenPlay** since 2020.
- Created and contributed to 10 professional songwriting camps across Lithuania with participants from around the world.

Composition / sound engineering / performance | Lithuania and Estonia | 2018 – Present

- Arrangements and original music, including adaptive and improvisational pieces, for the **Palace of the Grand Dukes**.
- Original music for short films; one piece was presented at the **ODISĖJA72** festival.
- Live sound work: "Estrada", "Opera social house", "Nijinsky". Internship at **MAMA Studios**.
- Performed at **Kalnų Park** (Jessica Shy concert) and **Elektrinė Terrace** (about 90,000 listeners).
- Recording work: "Plokštelinė" studio, Julius Juzeliūnas Spatial Sound Sphere, EAMT studios, "Vilniaus avilys" studios.

EDUCATION

Master's in Digital Technologies (Composition) | Lithuanian Academy of Music and Theatre | 2025 – Present

Bachelor of Music (Composition) | Lithuanian Academy of Music and Theatre | 2021 – 2025

- Classical, electronic and popular music composition and sound engineering; major instructor **Julius Aglinskas** (4 years).
- Spatial composition for a system of 24 speakers; final project graded **10/10** by a committee of leading Lithuanian composers.

Composition and Sound Engineering (Erasmus) | Estonian Academy of Music and Theatre | 2023 – 2024

- Choral composition (**René Eespere**) and electronic music studies (**Margo Kõlar**).
- Six months of consistent work in a professional recording studio with the renowned sound engineer **José Diogo Neves**.
- International creative teamwork: presented original pieces at academic events.

SKILLS

Composition and sound design - melodic themes, adaptive music, SFX | **Logic Pro X** (7 yrs) - composition, production, recording, mixing, mastering | **Reaper** - audio implementation, spatial projects | **FMOD** (learning) | **Max/MSP** - music programming | **MuseScore** - notation | **Final Cut Pro**, **CapCut** - video editing