

FRANTIŠEK HRUŠKA



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Tyršova 19, Ostrava,
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PROFILE

Born in Ostrava, Czechia, 1998, now living in Brno, Czechia. Sound artist, composer, performer, instrument inventor, poet. Working across electroacoustic music, live performance, workshops, theatre, video games and interdisciplinary media projects.

Find my full portfolio and list of artistic projects on my [website](#)

EDUCATION

- The Royal Conservatoire, The Hague, The Netherlands — Bachelor of Sonology, 2023
- ZUŠ Eduarda Marhuly, Ostrava, Czechia — electric guitar, 2017

NOTABLE COURSES AND WORKSHOPS

- Compositional residency & courses at the Institute of Ostrava Days of New Music, 2023 & 2025, 560 hours
- Field Recording w/ Justin Bennett, 2022, 100 hours
- Aural Tectonics w/ Raviv Ganchrow, 2021, 100 hours
- Composing for Film w/ Sara Pinheiro, 2021, 50 hours
- Performance art w/ Cocky Eek & Kasper van der Horst, 2019, 65 hours
- Snowboarding instructor course, APUL, 2019, 90 hours

WORK EXPERIENCE

- Freelance sound artist, composer and performer - 2024–present
- Sound design and scenic music for Neboj, neboj, Theatre Husa na provázku, 2026
- Sound design and scenic music for ABBA / Scény z manželského života, National Moravian-Silesian Theatre, 2025
- Soundtrack for PC game Inkblood, HeyBird, Brno — 2024–2026
- Research & development, sales, BASTL Instruments; Brno — 2023–2024
- Production manager, Měsíc autorského čtení; Ostrava — 2020
- Snowboarding instructor, Maja Sport; Špindleruv Mlýn — 2020
- PR, Ostrava Center for New Music; Ostrava — 2013–2017
- PR, Galerie Plato; Ostrava — 2013–2017
- Sound engineer, technician, Czech Music Crossroads — 2015–2016

SKILLS

Drivers licence category B

Audio skills: recording, sound engineering, foley, editing, mixing, mastering, composing, performing, improvising, DJing, and most other work with sounds.

Analog electronics, circuit design, soldering. Advanced computer skills —

Win, iOS, Linux, programming skills — SuperCollider, C++, Max/MSP, PD, software:

Ableton, Pro Tools, Reaper, Max/PD, FMod, Unity, Adobe Premiere, Illustrator, Photoshop,

GitHub, GitLab, QLab, Eagle, Kicad, QLC, OBS, TouchOSC, Arduino, etc.,

Languages: English, Czech, Slovak, Spanish, German, Polish, Dutch