

Curriculum Vitae /

/ Stan van den Baar



Date of birth: 03-07-1986

Place of Residence: Rotterdam, NL

Driver's license: NL/EU, B

Years of experience: +15 years

Qualifications:

Sound Design, Mixing, Recording, Composing, Production, licensing and acquisition, (Lead) Project manager AV/IT, multi-role IT engineer.

Work environment:

multi-nationals, small and large companies, public/private sector and freelance.

Websites:

noordersound.com

sonophileaudio.com

nmfm.bandcamp.com

soundcloud.com/venesta

| Education

2012 - 2013 Audio for Games - SAE Institute Rotterdam

2009 - 2011 Audio Engineering - SAE Institute Rotterdam

1999 - 2005 Higher General Secondary Education - Euro College Maastricht

| Certification

2021 - Avid Certified User Pro Tools 101 & 110

2019 - 2020 Mastering Course - Mastering Academy

2013 - Digital Sound Design - Emory University (with distinction)

2009 - 2015 Several Microsoft certificates (MCITP, SCCM, and MCSA)

2012 - Prince2

2010 - ITIL v3

| Software skills

DAW's: Pro Tools, FL Studio, Cubase, Logic Pro, Ableton Live.

NLE's: DaVinci Resolve

Middleware: FMOD

Code: Java, C#, HTML, JavaScript, Python, Bash, Powershell.

OS: All major Microsoft OSs, several Linux distros, Mac OS, Unix

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| Credits

Feature-length Fiction

- 2025 **Hamartia** (Sound Designer, Re-recording mixer, Music Licensing)
- 2024 **Stoffig Licht** (Sound Designer, Re-recording mixer)
- 2023 **Zondebokken** (Sound Recordist)
- 2022 **Ome Cor** (Production Sound Mixer, Sound Designer, Re-recording mixer)
- 2022 **LeoLeo: Het Alpacafeest** (Sound Recordist)
- 2019 **Boykee** (Sound Recordist, Composer, Sound Designer, Re-recording mixer)

Feature-length Documentary

- 2026 **Grensgebied** (Audio post-production, Re-recording mixer)
- 2025 **Een Gemeenschap Van Leven** (Audio post-production, Re-recording mixer)
- 2025 **De Monding van Morgen** (Audio post-production, Re-recording mixer)
- 2025 **Natuurlijk Kapitaal** (Audio post-production, Re-recording mixer)
- 2024 **De Verwonderaars** (Audio post-production, Re-recording mixer)
- 2024 **Het Verborgene Leven Van Nederland** (Audio post-production, Re-recording mixer)
- 2022 **Omari 'geen gezeik'** (Sound Recordist, Sound Designer, Re-recording mixer)
- 2021 **Greenheart** (Production Sound Recordist)

Short Film

- 2025 **Jackpot** (Production Sound Mixer, Sound Designer, Re-recording mixer, Music Licensing)
- 2024 **Het Licht Aan Mij** (Production Sound Recordist, Sound Designer)
- 2024 **A Perfect Night** (Sound Recordist, Sound Designer)
- 2024 **Blin Fiducie** (Sound Designer, Re-recording mixer, Music Licensing)
- 2024 **Voor Ik Verdwij** (Sound Recordist, Sound Designer)
- 2023 **En Passant** (Production Sound Recordist, Sound Effects Recordist)
- 2023 **Lifeline** (Sound Recordist, Sound Designer)
- 2022 **Zuiger** (Sound Recordist)
- 2022 **De Beul Van Entgen Luyten** (Sound Designer)
- 2022 **Als Een Schaduw Bleef Je Mij Bewaard** (Sound Recordist, Sound Designer)
- 2021 **One More Shot** (Sound Recordist, Sound Designer) – **Best Sound 48HFP Eindhoven**
- 2021 **Life Death and a Turkey Sandwich** (Sound Designer)
- 2020 **Betuwe44** (Sound Designer)
- 2020 **The Line** (Production Sound Recordist, Sound Designer)
- 2020 **Vreemde Vogels** (sound designer) – **Best Sound 48HFP Cinekid**
- 2020 **Ontsnapping** (Sound Designer)
- 2019 **Welcome to Earth** (sound designer) - **Best Sci-Fi Film Vesuvius**
- 2018 **Geregeld** (sound designer) – **Best Sound 48HFP Leeuwarden**
- 2018 **Tot zover mijn ziel** (Sound Designer) - **Best Film 7Dagen Kort**
- 2018 **Galatea** Graduation film NHTV students (Sound Designer)
- 2017 **Headlines** (Sound Recordist, Sound Designer) Graduation film InHolland **Best Sound**
- 2014 **Safety** (Sound Recordist, Composer, Sound Designer)
- 2014 **Opsporing** (Sound Recordist, Composer, Sound Designer)

Series

- 2022-present **In Motion** (Sound Designer)
- 2024 **Succes** pilot (Production Sound Recordist)
- 2022 **Real Housewives of Amsterdam** (Production Sound Recordist)
- 2022 **Het Gouden Uur** (ADR Recordist)
- 2022 **Grijsgroen** (Sound Designer)

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2022 **Killer Camp** (sound recordist and sound effects recordist)
2022 **Hij is een Zij** (sound recordist several episodes)
2022 **BlaBlaBla** (sound recordist several episodes)
2021 **Loverboy Amsterdam** (Sound Designer)
2019 **StukTV** Public Broadcast Series (Sound Recordist)
2019 **Nintendo Enhanced** Youtube channel (Audio post-production)

Advertisement/Commercial/Corporate

2024 **Fantastique** Trailer (Sound Designer)
2024 **Home Game** Trailer (Sound Designer)
2024 **In Between These Mountains** Trailer (Sound Designer)
2024 **ING** Corporate Internal Campaign (Production Sound Recordist)
2024 **Footlocker** Social Campaign (Sound Recordist)
2024 **HVC** Corporate Internal Campaign (Production Sound Recordist)
2024 **Profix** Corporate Internal Campaign (Audio Post-production)
2024 **Story Studio** Corporate Internal Campaign (Production Sound Recordist)
2023 **Rabobank** Corporate Internal Campaign (Production Sound Recordist)
2023 **Eneco** Broadcast Commercials/Social Campaign (Production Sound Recordist, Sound Designer)
2023 **Bol.com** Social Campaign (Production Sound Recordist)
2023 **Velthuis Kliniek** Broadcast Commercial (Sound Recordist)
2023 **LINKIT** Broadcast Commercials (Sound Designer)
2022 **Het Geluid Van PSV** (Sound Effects Recordist)
2022 **CRISP** Broadcast Commercials (Sound Recordist)
2022 **Wavemakers** Corporate Internal Campaign (Sound Designer)
2022 **Heineken** International Womens Day Corporate Internal Campaign (Sound Recordist)
2022 **Patta** Social Campaign (Sound Recordist)
2021 **Tarkett** Broadcast Commercials (Sound Designer)
2022 **Bitonic** Corporate Internal Campaign (Production Sound Recordist)
2022 **Hunkemöller** Social Campaign (Sound Recordist)
2022 **Productions** Corporate Internal Campaign (Audio Post-production)
2022 **Broekhuizen Communicatie** Corporate Internal Campaign (Production Sound Recordist)
2022 **McDonalds** Social Campaign (Sound Recordist)
2022 **Stichting Parkinson** Social Campaign (Sound Recordist)
2022 **ARDA** Corporate Internal Campaign (Production Sound Recordist)
2022 **CSU** Corporate Internal Campaign (Production Sound Recordist)
2021 **CZAR** Corporate Internal Campaign (Sound Recordist)
2021 **VersVoer** Corporate Internal Campaign (Audio Post-production)
2019 **DAKA** Broadcast Commercials (Sound Designer)
2018 **Bamigo** Broadcast Commercials (Music, Sound Designer)
2018 **Glitch History** Youtube channel Theme/Leader song

Art&Installation

2022-present **De Rode Loper** Educational Theatershow (sound designer, live-sound engineer)
2025 **Ombudsman Rotterdam Rijnmond** Campaign against domestic abuse (Sound recordist, Sound Designer)
2024 **Illusha** Communication (Sound Designer)
2020 **Betuwe44** Interactive Museum Installation (Sound Designer)
2018 **FrisseBlikken** Binaural immersive audio tour (Sound recordist, Sound Designer)
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| Detailed experience in the field

Detailed highlights of my portfolio in sound and music

Noordersound

2020 - Present

Job: Owner Operator

Work: I help people think in sound. And translate their ideas into the medium. My studio is a 2-room suite with a central location in Rotterdam: Noordereiland.

The mission of Noordersound is to help provide clear storytelling, clarity of emotions which I try to achieve in a very layered way using all the different sonic elements at my disposal. I approach sound in an impressionistic way and although that is an unusual approach for mainstream media, I feel it's the right approach for experiential media.

Highlights:

2022-present **De Rode Loper** (sound designer, live sound engineer)

120' *Educational Theatre play*. This performance offers insight into both hidden and expressed thoughts, feelings, and behaviours related to sexual abuse. It reveals what does not want to be seen, but yearns to be faced. It gives language to what there are almost no words for. I do all the technical audio and visual stuff on stage. Microphone, music and video jockey. Visit us at www.derodeloper.info

2025 **Hamartia** (supervising sound editor, re-recording engineer, music licensing)

79' *Feature. Atmos and 7.1*. Family drama set in rural South Limburg. With a stellar 5-man team consisting of a composer, foley artist, dialogue editor, ambience/backgrounds editor and myself we made an all-out immersive soundtrack. A major challenge during the one-and-a-half-year post-production period was making that process custom fit new project issues (re-shoots, re-cuts and personnel) and shifting deadlines and revisions. Other than supervising my crew I worked audio post-production, sound design, mix and music licensing negotiation for source music.

2025 **Jackpot** (production sound mixer, sound designer, re-recording mixer, music licensing)

23' *Short. Atmos and 7.1. IFFR selection*. When undocumented Ghanaian cleaner Ebenezer finds a winning lottery ticket, his dream of going to university seems within reach. Without a valid ID to claim his prize he remains a nobody and with nowhere to go he puts his trust in the only friend he has. We ran a bussin' 2-man sound-crew during a 4-day period hoovering up 25 minutes of film. To make production sound translate easily into post, we also tracked ambiences with a MS and AB setup on location. This helped creatively in the picture edit as set noise. In the sound edit is where it came to life and mixed immersive to the final cut. Acquired title music for the film. Produced the promotional trailer.

2025 **Stoffig Licht** (sound-design, re-recording engineer, music editor)

137' *Feature. Atmos and 7.1*. Period-based drama film set in south-east Netherlands during it's mining hay-days. We look back through the eyes of a dementing man as he examines his past choices, the good and the bad, the regrets. During this year of post-production, we got to try out a lot of stuff and take on another level of sound design.

2024 **Het Ligt Aan Mij** (Production Sound Recordist, Sound Designer)

8' *Short film. 7.1. NFF-premiere*. Drama set in present day about extreme household violence. A short but emotionally intense and dynamic shoot on location in a small house next to a major road. As a One-Man Band start to finish my aim was in capturing as much of the whole thing real-time as I could by use of plants, ambiences, geophones and

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contact mics. This in order to later enhance the intensity at certain key points throughout the film during the sound edit. Create an effect to pull you in, get under your skin. Captured raw breath, heartbeats, vibrations from in and outside the house, and ultimate acts of violence, Blessed be silence and big LFE. Also cut and produced the promotional teaser. This film still tours in the Vrachtwagenbioscoop by Stichting Open Mind.

<https://www.stichtingopenmind.nl/femicide/>

2023 **Lifeline** (Sound Recordist, Sound Designer)

17' *Short film*. Tragicomedy set in present day about a young women grappling with difficult choices. Audio production, post-production, sound design and mix. Cut and produced the promotional trailer and teaser.

2022 **Ome Cor** (Production Sound Mixer, Sound Designer, Re-recording mixer)

88' *Feature film*. Indie comedy street-film about a dockworker and his small-time criminal exploits. When everything he has is repossessed, he looks for a new home and tries to make amends with his estranged daughter. Principle production sound, audio post-production, sound design and mix.

<https://www.omecor.nl/>

2022 **Grijsgroen** (Audio Post-Production)

25' *Documentary mini-series*. A 7-part mini-series documentary about exploring our contemporary urbanised ecosystem. Designed a slugs and snails by way of rubber gloves, various liquids and flan. Made a bird into a hedgehog. Great project for someone like me with a field-recording hobby.

<https://grijsgroen.org/over-de-serie/>

2019 **Boykee** (Sound Recordist, Sound Designer, Composer)

78' *Feature*. 5.1. No-budget indie street-film in Rotterdam about a bum that goes by street-name 'Boykee'. People come after him when he and his friend Steven are supposed to deliver dope to a connection but decide to do otherwise. After finding his friend dead he decides to put himself into rehab in order to start a new life with his sexworker girlfriend Lea. Will he succeed at leaving it all behind and get a new chance at life? I guess we'll never find out. Project was canned unfortunately. The music is influenced by several styles of electronica, acid, rock and Sufi poetry. Couple of mates and I jammed on this. The soundtrack made it all the way to completion and the music is out at nmfm.bandcamp.com

2019 **Welcome To Earth** (sound designer, foley, mix)

18' *Short*. It's the far future four aliens travel to a planet where they uncover an underground structure. It houses a museum dedicated to Humanity and the story of the Last Heroes, setting out to find help for their dying planet. This sci-fi film was made with a large group of both professional and amateur filmmakers. To bring the world to life it was filmed both on location and on set with custom art, decor, props and costumes.

2014 **Opsporing** (Short) (Sound Recordist, Composer, Sound Designer)

34' *Short*. Kris Van Doorn is a detective in suburbia investigating a series of murders. He becomes obsessed with the idea that these crimes are connected to the brutal murder of his wife six months prior. Will Kris be able to connect the dots and solve this riddle, or will his obsession cloud his judgment and prevent him from finding out the truth? My first film made with a couple of guys I met through audio school, a Zoom H2 recorder, MKH 416 and FL Studio.

Sonophile Audio

2014 - Present

Job: Owner Operator

Work: When I started out in audio I had little clue of what I wanted to do. I just knew that sound was it for me and I felt a deep connection to anything related to that. So I set up

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my first studio with the aim of providing music production and publishing services. Over the years I started to get more and more involved in other media, particularly film and advertisement. So the mission changed a bit from a label to a audio post-production company. With the start of Noordersound in 2020 Sonophile split off and returned to function purely as my label under which I create, collect, record, produce and publish sounds and musical assets for media. I publish library content on [Soundsnap](#), [Artist](#) and [A Sound Effect](#).

Company Webcast/Euronext

Market leader for high-end webinars and webcasts, we serve more than 300 mid-sized and large organizations as well as local government authorities. With more than 10,000 live webinars and webcasts annually, we work with virtually every major corporation.

Period: February 2017 – September 2020

The Job: Freelance Audio engineer/Producer

The Work: Settings up webcast local and abroad, on location and remote.

Running technical studio operations: settings up mics, presentations, streaming connections and services etc.

Creative Sounds (now BTI)

One of the larger dubbing and regionalization studios of the Benelux.

Period: February 2018 – November 2018

The Job: Freelance Audio engineer/ADR engineer/QA engineer

The Work: Recording, mixing and editing ADR for Dutch/German/Flemish dubbed series for clients like: DreamWorks, Universal, Netflix and more. Ranging on series and feature-film length IP for kids and teens. Also performed Quality Assurance screening before final publication.

| IT Work Experience

GustoMSC B.V.

Offshore Engineering

Period: Februari 2013 – July 2016

Job: IT Systems Administrator

Work: Main operator for the helpdesk in a company of about 220 strong. With the main office located in Schiedam and an office in Houston. Troubleshooting 1st, 2nd and 3rd line issues ranging from toners to fibre channels. Performed systems and OS migrations and assisted a company-wide move to new offices in NL and USA. I assisted in implementing and later administered all security and backup appliances, fending off malicious actors and mitigating threats daily. AD, Exchange and SCCM boss. Helped design and later managed all AV systems and conference appliances. Supervised a part-time helpdesk as the foreman with all accompanying application management duties. Automated most of it through Sharepoint and Topdesk. FAQ's save lives.

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ThyssenKrupp Elevator CENE-IT

Elevator building and servicing

Period: November 2011 – January 2013

Job: Servicedesk Manager

Work: Managing an outsourced 4-man Servicedesk for the UK and Nordics region. The exiting team lead left this team at the end of 2011 as the worst performing Servicedesk in the EMEA region. Through the grapevine it became pretty clear this was a crash-and-burn project and they were looking for some poor greenhorn shmuck to manage the fall. Turned this around to the best Servicedesk EMEA early 2012 and kept that going till the facilitating company was sold and all support was in-housed by TKE. Made sure my team members left with bonuses, certifications and recommendations so they could more easily transfer to similar work at their then current levels.

Europol

European Union's law enforcement agency

Period: March 2010 – June 2011

Job: Servicedesk Agent, Project Manager Audio/Visual, Lead Technician.

Work: Started out as a Servicedesk Agent in their former HQ in The Hague but transitioned to Project Manager and Lead Technician AV for their new HQ. Delivering facilities according to specs set by Europol providing narrow- and broadcasting solutions with 32 language translation with a range of specialized equipment and connections. 26 Meeting rooms. 6 Operations rooms, 2 High Security Ops-rooms, 2 Auditoriums (one 500 seat and one 150 seat) – all interconnected if need be. Crestron programmed and operated.

Peak-IT

IT personnel recruitment and outsourcing

Period: September 2009 – January 2014

Jobs: Servicedesk Agent, Servicedesk Manager, Systems Engineer

Work: While employed by this company I performed several jobs and tasks as a contractor in both the public and private sector. Companies include: GustoMSC, ThyssenKrupp, Bosch, Yulius, Ministry of Justice, and Europol.

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| Volunteer work experience

Het Gilde De Gulden Hengel

The Guild The Golden Boom is a group primarily for boomoperators and soundies to discuss experiences in the field and share work amongst peers.

Period: 2020 – present

Work: Founder. I founded the group of around with 40+ members of all ages and career after seeing a need for a more collective approach when dealing with freelance producers, production companies etc., and negotiating deals in a free-for-all, unwritten rules-based market.

Dutch Film Sound Association (formerly: VCA)

The Dutch Film Sound Association (DFSA) is the association for sound professionals in the national film and television sector.

Period: 2022 – present

Work: Full active member. The association represents the interests of sound professionals by drawing attention to their crucial role in productions. Through workshops, events, and support, the DFSA offers a platform to collaborate, grow, and safeguard the quality of sound in the local audiovisual industry.

Motion Picture Sound Editors (MPSE)

Blue Ribbon Panel for the Motion Picture Sound Editor's 73rd Annual Golden Reel Awards

Period: March 2026

Work: Assess sound artists work for Broadcast Short Form for the Golden Reel Awards. For this category sound editing is defined as the editing of Dialogue, ADR, Sound Effects, Sound Design, Music, and Foley Artistry. Judging for the award shall consider the quality of all of these disciplines for each nominated title. And I was also on the panel for the Outstanding Achievement in Music Editing for Documentary category.

Elite Testing Services (formerly: CombatTesting)

CombatTesting was a company that specialised in community led alpha and beta testing of the highest caliber.

Period: 2008 – 2015

Work: QA-tester. Part of a community of gamers from all walks of life across the globe that were and still are passionate about gaming and doing there damndest to make sure that the games that were tested were as bug free as possible. Responsible for testing online game-streaming platforms for EA and Ubisoft. Tested titles include: Medal of Honor Warfighter, Homefront, Medal of Honor, Outspark "Fist of Fu, Divine Souls, Fiesta.", Battlefield: Bad Company 2, and various titles for Paradox Interactive and more.

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Free-range QA-/Alpha-/Beta-tester

Worked a tester on several AAA and indie titles

Period: 2005-present

Work: EA, Ubisoft, Bethesda, Paradox Interactive, Blizzard/Activision and more.

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| Hobbies and interests

I enjoy spending most of my time outside of work with my loved ones, working on personal projects or record the outdoors. I enjoy silence for breakfast, books on the Humanities and Neurosciences and casual gaming.

To relax I field record and make noises by playing the drums, synthesizers and some electric guitar.

As passion projects I've modded games in the past. The latest foray was tinkering on the audio design for [Mordhau Reforged](#) where I designed a dynamic weather system and immersive audio by creating specific audio zones, crafting sound effects, implementing conditional and dynamic [soundtracks](#). Also, as a fun bonus we created a Quake-inspired gamemode called: [Powder Jump!](#)

If there's a table and some chairs, it pleases me to put food on it for people to enjoy. I like to cook, provide the occasional workshop in sound (sometimes combine the two) to teach new minds old tricks.

Socializing and travelling have always gone hand-in-hand for me so I need to take a fieldtrip somewhere every so often to meet new and familiar faces.