

# Janne Tamminen

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**Senior Video Producer & Virtual-Production Builder — I deliver broadcast-quality video at webcam cost.**

Builds: cloud/remote studios • UE5 virtual sets • multi-camera pipelines (NDI/WebRTC/OBS/vMix)

Delivers: fast turnarounds • reliable quality control • measurable cost & time savings

## **Target Roles**

Senior Video Producer • Virtual Production Supervisor/TD • Technical Producer (NDI/WebRTC) • Post-Production Supervisor • Live/Streaming Producer • Content Operations Lead • Program/Project Producer (Film & Digital Media)

## **Where I Fit**

Film/TV & Post • Corporate Communications • Tourism & Hospitality • Performing Arts & Venues • Education/Workforce • Public Programs (DBEDT/Film Office)

## **Proof & Outcomes (Video-First)**

Designed a cloud virtual studio that replaces expensive sets: up to 90% lower production cost and much faster edits; consistent, studio-grade look using a webcam/phone.

Produced hundreds of live/recorded shows with remote robotic multi-camera control; built sponsor reels & VOD libraries.

Led a €1M multi-institution program standardizing video and XR workflows (virtual sets, multilingual voice, repeatable formats).

20+ years broadcast (producer/editor/director); Emmy-nominated; ships on deadline.

**October 15, 2025**

**To Hiring Teams at Hawai'i Job Fair, Immediate Availability**

I'm a senior video/XR producer and virtual-production builder with 20+ years across TV, live streaming, and Unreal-Engine-based studios. Recently, I led Virtual Museum Muste, a €1M digital-heritage program for 16 museums, delivering photoreal VR/360° experiences, a cloud virtual studio for staff-created content, and multilingual pipelines (100+ languages). Before that, I founded XArena, a virtual studio platform that cuts production costs up to 90% while lifting engagement ~65%, letting teams film broadcast-quality pieces with only a webcam/phone.

**What I'm looking to do in Hawai'i (and how I add value):**

Film/TV/Digital - Virtual Production Supervisor / Producer: stand up UE5 virtual sets, LED/greenscreen-free compositing, multi-camera/NDI/WebRTC pipelines, fast turnarounds, polished deliverables.

Tourism & Cultural - Destination content, 360/VR tours, multilingual explainers, accessible remote visits; revenue-aligned packages for DMOs, hotels, attractions, parks, and cultural sites.

Museums & Education - XR learning modules (K-12/universities), virtual guides, scalable staff upskilling so teams can self-produce high-quality content in-house.

Live & Venues - Cost-efficient multi-camera livestreams, sponsor reels, and VOD archives for performing-arts organizations, festivals, and sports.

Public Programs - Hands-on producer/PM for DBEDT/Film Office/county initiatives: onboarding productions, building studios, optimizing workflows, and documenting ROI.

**Selected results relevant to Hawai'i's needs:**

Built a cloud virtual studio that replaces physical sets for corporate, education, and cultural clients, studio-quality at web-camera cost.

Delivered museum-grade VR/360° with virtual actors/guides and multilingual voice pipelines; increased engagement while creating new ticketing/education revenue. Ran hundreds of live shows (Howlive) via remote robotic multi-camera control; helped venues sustain and monetize audiences.

TV background (16 years at Channel 4 Finland, Emmy-nominated): can direct, shoot, cut, light, record, mix audio, and ship under pressure, a creative practitioner, not only a manager.

**Why me, why now:**

Hawai'i is actively investing in film/digital media, tourism experiences, and cultural access. I bring a plug-and-play virtual production stack, a teacher's mindset for upskilling local teams, and a builder's bias for fast, cost-effective results that respect place, culture, and community.

I'd love to talk about specific roles (staff or contract) where I can start creating value immediately, production, XR builds, training programs, or public-sector initiatives.

Mahalo for your time,  
Janne Tamminen

# Where I Can Add the Most Value

## **Film / TV / Digital Media**

Roles: Virtual Production Supervisor/TD, Senior Video Producer, Technical Producer (Unreal/NDI/WebRTC), Remote Broadcast Engineer.

Who hires: Studios, production companies, Hawai'i Film Office vendors, agencies.

Value: Stand up UE5 virtual sets; fast, high-quality shoots without expensive stages; reliable multi-camera pipelines; cost and turnaround reduction.

## **Post-Production & Virtual Studios**

Roles: Post Supervisor, Virtual Studio Lead, Media Systems Engineer, Workflow Architect.

Who hires: Post houses, in-house content teams, creative agencies.

Value: Build/edit pipelines, color/audio finishing, motion graphics; automate dailies-to-delivery; slash costs with cloud/virtual studio workflows.

## **Tourism, Hospitality & Destination Marketing**

Roles: Destination Content Producer, 360/VR Experience Producer, Multilingual Content Lead, Digital Experience Designer.

Who hires: DMOs, hotel groups, attractions, tour operators.

Value: High-impact promo & explainer videos, 360/VR remote visits, multilingual content that converts; measurable boost to bookings and guest education.

## **Museums, Cultural Sites & Heritage**

Roles: Museum Digital Producer, Cultural Heritage XR Producer, Virtual Tours Program Manager.

Who hires: Museums, cultural centers, historical parks, nonprofits.

Value: Photoreal VR/360 tours, virtual guides, educational interactives; accessibility & multilingual reach; new ticketing/education revenue.

## **Live Events, Performing Arts & Venues**

Roles: Live Production Director, Streaming Producer, Venue Content Lead.

Who hires: Performing-arts orgs, festivals, sports venues.

Value: Multi-camera livestreams, sponsor reels, VOD libraries; remote robotic camera ops to lower crew costs and expand audiences.

### **Education, Upskilling & Training**

Roles: Instructional Video Producer, XR Learning Designer, Virtual Studio Trainer.

Who hires: UH system, K-12 partners, workforce programs, government training units, enterprises.

Value: Modular training videos, XR lessons, staff upskilling so teams self-produce consistent, high-quality content.

### **Public Programs & Industry Development**

Roles: Program/Project Producer (Film & Digital Media), Industry Liaison, Studio/Fiscal Coordinator.

Who hires: DBEDT, Hawai'i Film Office, county/city initiatives, workforce boards.

Value: Launch and manage production support programs; build community studios; document ROI; connect productions with local talent.

### **Corporate Communications & Internal Media**

Roles: Senior Producer, Virtual Studio Manager, Content Operations Lead.

Who hires: Large local employers, utilities, healthcare, financial services, tech.

Value: Always-on video comms (leadership messages, onboarding, safety training) via cloud virtual studio; rapid updates without reshoots.

### **Hospitality In-Room / On-Property Media**

Roles: Property Channel Producer, Guest Education Content Lead.

Who hires: Hotels/resorts, attractions, transportation.

Value: Multilingual, location-aware videos that reduce front-desk load and improve guest satisfaction; cross-sell experiences.

### **Government & Community Communications**

Roles: Public Information Video Producer, Digital Engagement Lead.

Who hires: State/county departments, agencies, public health, emergency mgmt.

Value: Clear, accessible explainer videos and rapid updates; translation/dubbing pipelines to reach diverse communities.

# Janne Tamminen

## Open to roles in Hawai‘i Hybrid/On-site/Remote US work authorization

### Target Roles

Virtual Production Supervisor/TD • Senior Video Producer • Technical Producer (Unreal/NDI/WebRTC) • Remote Broadcast Engineer • Post-Production Supervisor • Virtual Studio Lead • Workflow Architect • Destination Content Producer • 360/VR Experience Producer • Cultural Heritage XR Producer • Museum Digital Producer • Live Production Director • Streaming Producer • Instructional Video Producer • XR Learning Designer • Virtual Studio Trainer • Program/Project Producer (Film & Digital Media) • Public Information Video Producer

### Profile

Creative technologist and hands-on producer with 20+ years across TV, live streaming, and XR. I design and operate virtual studio pipelines (UE5/NDI/WebRTC) that cut costs, speed delivery, and raise content quality for cultural institutions, tourism, education, and corporate communications. Led a €1M multi-museum VR/360 program and founded a cloud virtual studio that enables broadcast-quality video with a webcam/phone. Emmy-nominated background; proven record shipping complex productions on tight timelines.

### Core Skills

Virtual Production: Unreal Engine 5, virtual sets, LED/greenscreen, camera tracking, live compositing, multi-camera control, OBS/VMix/NDI/WebRTC.

Production: Producing, directing, cinematography, lighting, audio, field/studio ops, remote production, run-of-show, budgeting, vendor mgmt.

Post/Graphics: Adobe Premiere Pro, After Effects, DaVinci Resolve, color/audio finishing, motion graphics, versioning at scale.

XR/3D: Photoreal VR/360 capture, photogrammetry/3D scanning, Blender, optimization for web/standalone headsets, virtual guides/avatars.

Localization/AI: Multi-language translation & dubbing workflows, TTS/voice cloning, LLM-assisted scripting, content automation.

Enablement: Staff upskilling, SOPs, playbooks, content ops, measurement/analytics, accessibility.

### **Selected Achievements**

- Virtual Museum Muste (Program Lead): Directed a €1M digital heritage program across 16 museums, delivering photoreal VR/360° experiences, a cloud virtual studio for staff-created content, and multilingual pipelines (100+ languages). Established governance, budgets, vendor network, and QA.
- XArena (Founder, Virtual Studio Platform): Built a cloud virtual studio enabling teams to shoot in realistic 3D spaces using only a webcam/phone. Typical outcomes: up to 90% lower production costs and ~65% higher engagement versus legacy workflows by eliminating reshoots and enabling fast edits.
- Howlive.tv (Co-founder/Producer): Shipped hundreds of live shows for venues using remote robotic multi-camera control and low-crew pipelines; created sponsor reels, VOD catalogs, and monetization playbooks.
- Broadcast & Brand Work: 16 years at Channel 4 Finland (producer/editor; Finnish Emmy-nominated). Content and brand collaborations include Apple, Google/YouTube Music, Meta, and leading agencies.

### **Professional Experience**

#### **Program Lead, Virtual Museum Muste — City of Järvenpää**

2023–2025 | Finland (global distribution)

Owned end-to-end delivery of a multi-institution VR/360 program: scoping, budgets, schedules, partner management, and IP agreements.

Produced photoreal virtual tours (VR headsets & web), virtual guides, and multilingual narration/dubbing workflows.

Deployed a cloud virtual studio so museum staff could self-produce content with studio-quality results using minimal gear.

Drove adoption via training, SOPs, and analytics; documented outcomes for future national scaling (VirtualFinland.org concept).

### **Founder & Producer, XArena (Virtual Studio / UE5)**

2021–Present | Hawai'i, California & Finland (remote/onsite)

Designed UE5-based virtual sets and browser-to-cloud pipelines (NDI/WebRTC) for corporate, education, and cultural clients.

Led fast-turn filming/editing with avatar presenters, live compositing, and multi-camera switching; built reusable content templates.

Authored playbooks for cost-efficient, always-on video (leadership comms, onboarding, safety training, MOOC/ed-content).

### **Co-founder & Senior Producer, Howlive.tv**

2019–Present | Hawai'i, California (remote/venue-based)

Engineered remote multi-camera livestreams with PTZ/robotic cameras; produced concerts, festivals, and venue series.

Built VOD libraries and sponsor deliverables; reduced crew footprint while improving reliability and audience reach.

### **Senior Producer/Editor, Channel 4 Finland**

2003–2019 | Finland

Delivered news, factual, and entertainment programming; led studio/field crews; shipped fast edits under deadline. Produced Americas Funniest Homevideos show.

Recognized with a Finnish Emmy nomination; mentored junior staff and standardized edit & delivery workflows.

### **Education & Certifications**

- B.A. (or equivalent professional track) in Media/TV Production — Finland.
- Ongoing professional development: Unreal Engine, DaVinci Resolve, color science, audio mixing, accessibility standards.

### **Tools & Platforms**

Unreal Engine 5 • NDI • WebRTC • OBS • vMix • Blackmagic/ATEM • PTZ/robotic cams  
• Adobe CC (Premiere, After Effects, Audition) • DaVinci Resolve/Fairlight • Blender • RealityCapture/photogrammetry • Logic Pro • Frame.io • Descript • Notion • Git/Perforce (media) • AWS basics

### **Location & Availability**

Based in Hawai'i (O'ahu-first) for staff or contract roles; flexible hybrid/on-site/remote. Start immediately. References available upon request.