

*I hope to find a position at the intersection of art and technology where my creative skills and technical knowledge can both be brought to bear on projects that will most benefit from my extensive experience.*

## Profile

I am a sound designer and composer with more than 30 years of experience working in professional audio both as a freelancer and as part of a team. I also have more than 20 years of experience working in software development and computer science research. Additionally, I have project management experience and currently teach art and technology courses at the university level.

### SOUND DESIGNER

- Range - well-versed in all aspects of audio production, from recording to mastering
- Creative - able to devise original content from existing material, or capturing/creating from scratch
- Seasoned - able to leverage experience in a wide variety of project types to create unique designs

### COMPOSER

- Versatile - comfortable working across many genres from classical to contemporary
- Experienced - credits and recognition across many mediums including stage, video/film, and games
- Collaborative - responsive to feedback while providing multiple alternatives for quick turnarounds

### DEVELOPER

- Knowledgeable - experience with many technologies, from sensors, to mobiles, to the web
- Architect - experienced in overseeing design of multi-layered systems through their entire lifecycle
- Practical - able to quickly identify, document, and implement solutions for easy, or hard, problems

## Employment Experience

### INSTRUCTIONAL ASST. PROFESSOR, ILLINOIS STATE UNIVERSITY, COLLEGE OF FINE ARTS: NORMAL, IL — 2017 - NOW

Teach sound design and arts technology courses to graduate and undergraduate students. Advise student designers in the sound design process for productions in multiple spaces on the ISU campus. Recruit new undergrad students. Formulate design of new curriculum and acquisition of new equipment.

### LEAD DEVELOPER, MOSHO (NÉE LABORATORY FOR AUDIENCE INTERACTIVE TECHNOLOGIES) — 2014 - NOW

Serve as lead designer and architect on project developing software platform intended for use in conjunction with live performance events. When housed at UIUC, managed graduate and undergraduate students in development tasks. Coordinate multiple events using mosho technology.

### INSTRUCTOR, UNIVERSITY OF ILLINOIS, DEPARTMENT OF THEATRE: URBANA, IL — 2014 - 2018

Taught sound design courses to graduate and undergraduate students. Advised student designers in the sound design process for resident productions in the Krannert Center for the Performing Arts. Recruited and advised new graduate and undergrad students. Formulated new curriculum for sound design.

### RESIDENT COMPOSER / SOUND DESIGNER, ORGANIC THEATER COMPANY: CHICAGO, IL — 2007 - 2020

Guerrilla store-front theater company; composition of incidental and practical music for productions; production of sound effects; production of public relations audio content; and audio consultant.

### AUDIO DIRECTOR & CO-FOUNDER, MUTINY GAMES: NEW YORK, NY — 2011 - 2013

Acquired and recorded vocal talent, composed music, designed sound effects and executed audio programming for video game and interactive products produced by an independent game company.

### RESEARCHER, NATIONAL CENTER FOR SUPERCOMPUTING APPLICATIONS: URBANA, IL — 2009 - 2013

Collaborated on several academic research projects including the development of a software framework created to support the use of virtual environments by researchers in the arts and humanities and the development of software technologies to facilitate the presentation of Japanese cultural events to and from remote venues and over the internet.

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**DEVELOPER, COALMARCH PRODUCTIONS: CARY, NC — 2006**

Developed foundational elements for a customizable job tracking system; and designed and maintained databases and servers.

**RESIDENT COMPOSER / SOUND DESIGNER, NEW THEATRE: MIAMI, FL — 2005 - 2006**

Named associate artist in 2004; composition of incidental and practical music for productions; production of sound effects for productions; production of public relations audio content; and audio consultant.

**RESIDENT COMPOSER / SOUND DESIGNER, PLAYMAKERS REPERTORY COMPANY: CHAPEL HILL, NC — 2001 - 2006**

Top-tier regional theatre company; composition of incidental and practical music for productions; production of sound effects and other music, as well as sound reinforcement for productions; and purchasing, repair and maintenance of sound equipment.

**DEVELOPER, PBM GRAPHICS, INC.: DURHAM, NC — 2000 - 2006**

Developed several automated software solutions for prepress workflow; designed, implemented and maintained software solutions for job tracking, shipping and logistical management; designed and maintained databases and servers; and served as the corporate webmaster.

## Education

University of Illinois, Champaign, IL; A.Mus.D., Music Composition, ABD

Northern Illinois University, DeKalb, IL; M.M., Computer Music and New Media, 2008

Ball State University, Muncie, IN; B.G.S., emphasis in Music Composition and Theatre, 2005

## Skills

### AUDIO / MIDI

Apple's Logic\*, Avid's ProTools\*, Ableton Live\*, Audacity\*, Reaper\*, MOTU's Digital Performer\*, Cycling 74's Max/MSP and Max for Live\*, Pd, CSound, SuperCollider, Wwise\*, FMOD, QLab, SFX, and a wide variety of additional analysis programs, plugins, software instruments, collaborative tools etc. Extensive experience with a wide variety of analog and digital hardware from manufacturers such as Yamaha, Avid, Midas, EAW, etc.

### SOFTWARE DEVELOPMENT

*Languages:* AppleScript, Visual Basic Scripting, VB, C#\*, ASP, C++, C, Objective-C, PHP, Javascript\*, Java, JSP, XML, XSLT, HTML, CSS, jQuery, SQL, Python, PERL, and Common Lisp

*Platforms:* Windows, MacOS, Unix, iOS, Android, Flash

*Environments:* Visual Studio, Xcode, Eclipse, Unity\*, Unreal, Processing\*

### MISC

Final Cut Pro, Motion, After Effects\*, Photoshop\*, Premiere, Watchout\*, OBS\*, Photography, Bread-making, Candy-making

\*indicates that I have taught undergraduate and graduate courses where the marked software/skill was a key component of the class

## References

Available upon request.