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EDUCATION

Columbia University, the Computer Music Centre, NYC

MFA, Sound Arts

Thesis: "Spinning," Interactive AV Installation and "Fostering STEM Engagement: Pedagogical Affordances in Spatial Audio Exploration" paper

Studied under Jace Clayton, Seth Cluett, Zosha Di Castri, Miya Masaoka, Miller Puckette, Sarah Sze

2022 – 24

Concordia University, Montréal

BFA, Electroacoustic Studies, Specialization in Creative Practice, Minor in Computation Arts

Studied under Kevin Austin, Luis Sotelo Castro, Michael Pinsonneault, Eldad Tsabary, Andrea Young

2018 - 22

Teaching Certifications:

Conestoga College, Kitchener

Continuing Education Micro-Credential, Inclusive Teaching Practices for Post-Secondary Courses

Universal Design for Learning (UDL): Creating an Equitable Opportunity for Post-Secondary Learners

Learning on the Land: Amplifying Indigenous Perspectives

2024 - current

Columbia University, NYC

Columbia Centre for Teaching and Learning, Teaching Development Program: Foundations

2024

TEACHING, RESEARCH and MENTORSHIP EXPERIENCE

Columbia University, NYC

Teaching Assistant, Computer Music Center, Courses: Building Sound, Graduate Seminar, Graduate Studio

2022 – 2024

The New School, NYC

Guest Lecturer, School of Media Studies, Course: Sound + Vision, "Sound Design and the Creative Ear."

2023

Concordia University, Montréal

Educator, Research Assistant and Studio Manager, the Acts of Listening Lab at the Centre for Oral History and Digital Storytelling (COHDS), Workshops: Intro to Field Recording and Basic Audio, Lecture: Investigating the Pedagogical Intersections of Oral History and Sonic Art

2019 – 22

Research Assistant, RISE Experimental Opera, Dir: Dr. Eldad Tsabary	2020 - 21
Studio St. Zo, Montréal	
Educator, Mentor, Course: Intro to Live Sound for Women & Gender Nonconforming Folks	2020 – 22
Educator, Mentor, Course: Intro to Ableton for Women & Gender Nonconforming Folks	2020 – 22
PROFESSIONAL EXPERIENCE	
Elsгүй Studio, Montréal	
Director of Sound, Composer, Sound Designer, Interactive Coder	2020 – current
Radio CJLO, Montréal	
Project Manager, X-Reality Music Application Developer, Mapping Montréal Music app	2020 – 22
Les Productions Des Pieds des Mains, Montréal	
Directeur du son, ingénieur du son, concepteur sonore	2021 – 22
Studio St. Zo, Montréal	
Recording Engineer, Mixing Engineer, Studio Manager, Educator	2018 – 22
Various Music Venues, Montréal and Toronto	
Live Sound Technician	2016 – 20
Various Bands, North America and Europe	
Touring Live Sound Tech, Tour Manager	2016 – 18
Candle Recording Studio, Toronto	
Recording Studio Intern, Mentor: Josh Korody (JUNO nominated engineer)	2016
Musician: Guitar, Bass, Synth, Various Countries	
Touring and Studio, Bands: TOPS (Arbutus Records), Peeling (Buzz Records), Jennie Vee (Eagles of Death Metal, Tuuli), Bobbypin, The BB Guns, Machetes (manager: Roger O'Donnell, The Cure).	2006 – 19
Pink Mafia Public Relations and Event Planning	
Bands & Brands: Juno Awards, Much Music, Arts & Crafts Records, Peter Hook, Nelly Furtado, City and Color	2004 – 06
ACADEMIC and COMMUNITY SERVICE	
Art Matters Festival, Montréal	
Chair of the Board of Directors	2019 – 20

Concordia Electroacoustic Studies Student Association, Concordia University, Montréal

President, Department Student Representative

2018 – 22

Posi Vibe Safe Space Initiative, Toronto

Co-Founder, Coordinator

2017 – 20

AWARDS, GRANTS and RESIDENCIES

Composer-in-Residence, Elektronmusikstudion (EMS), Stockholm, Sweden

Canada Council for the Arts, Research and Creation Grant (\$14 000)

2023

Artist-in-Residence, ViaFarini, Milan, Italy

Canada Council for the Arts, Artist Talk Travel Grant (\$8 000)

2022

Alexandra Olsen Memorial Award, Concordia University (\$3 000)

2020 – 22

Eric Award in Electroacoustics, Concordia University (\$1 000)

2020

Association of Alumni of Sir George Williams University Scholarship, Concordia University (\$2 000)

2020

Elsbeth McConnell Fine Arts Award, Concordia University (\$5 000)

2019

AH and FB Award in Electroacoustics, Concordia University (\$3 000)

2019 – 22

PROJECTS

Film Sound

2024 "BLINK TWICE," Feature Film, MGM Studios (Dir. Zoe Kravitz), Foley Editor

2024 "Merrell Hype-Video," Internal Corporate Promo – Merrel, Chivalry Media, Sound Design, Mix

2024 "The Novels of Elsgüer: A Documentary," Feature Film and VR Experience (Dir. Laura Acosta and Santiago Tavera, Director of Sound, Optica Centre for Contemporary Art

2023 "In the Absence of Fruit and Flowers," Short Film (Dir. Kali Kahn), Composer, Sound Designer, Mixing and Mastering Engineer

2023 "History as Hypnosis," Video Installation (Dir. Alison Nguyen), MIT Intermedia Exhibition & MoMA Modern Mondays, ADR Recordist, Sound Designer

2023 "And Again," Short Film (Dir. Luke Gardiner), Sound Designer, Mixing Engineer

2022 "ON POINT," Short Film (Dir. Christian Schifano), Re-Recording Mixer

2022 "All @ Once," Short Film (Dir. Herl Lara), Composer, Sound Designer, Foley Artist, Mixing, Mastering

2022 "4 am," Short Film (Dir. Sarah Alouani), Composer, Sound Designer, Foley Artist

2022 "Overtime," Short Film (Dir. Erin Mahar), Composer

2022 "Wish Fulfilled," Short Film (Dir. Mira DeKoven) Composer, Sound Designer, Foley Artist

2021 "The Day I Killed Him," Short Film (Prod. Christian Hamilton), *TIFF Official Selection*, Composer

- 2021 "Witches / Sorcières," Animated Short Film (Dir. Lisa Bounouh), Composer, Sound Designer
- 2021 "Lost," Animated Short Film (Dir. Mehrnoosh Teimoory), Composer, Sound Designer
- 2020 "Forwards/Backward," Experimental Short Film (Dir. Mitchell Stafiej), Composer, Sound Designer
- 2020 "2 in a Boat," Animated Short Film (Dir. Yekaterina Kobtseva), Composer, Sound Designer
- 2020 "Bias in the Room," Animated Short Film (Dir. Anaïs de Kerorguen), Composer, Sound Designer
- 2019 "Something Else," animated short film, Composer

Exhibitions and Collaborations

- 2024 "Spinning," Interactive Sound Sculpture, Lenfest Center for the Arts, NYC, Lead Artist
- 2024 "Embrace of the Saw, The Novels of Elsgüer: Ep. 2," AV Installation, Artists: Laura Acosta and Santiago Tavera, OPTICA Gallery at the Centre d'Art Contemporain, Montréal, Director of Sound
- 2023 "Untitled," AV Interactive Installation, Fridman Gallery, NYC, Lead Artist
- 2023 "Intimate Listening Space for the Hyperreal 1: Dendrophonia," Sound Sculpture, The Wallach Gallery, NYC, Lead Artist
- 2023 "Trans Sonic Bodies 2.4: Can you - h_EaR it in M[y] vOsx [see: vo-o-ice-e]," Quadraphonic Sound Installation, Le Blanc Gallery, NYC, Lead Artist
- 2022 "Prosody Playland," Immersive Sound Installation, Columbia University Music Library, NYC, Lead Artist
- 2022 "The Museum of the Copy/Pasted Identities," Interdisciplinary Art Installation, Artist: Francisco González Rosas, Centre for Culture and Technology, Toronto, Composer, Sound Designer
- 2022 "Patterns of Plasticity," Transdisciplinary Art Installation, Artist: Santiago Tavera, Céline Gallery, Montreal, Composer, Sound Designer
- 2021 "When the River Sings, Stones it Brings," The Novels of Elsgüer: Ep.1, AV Sculpture, Artists: Laura Acosta and Santiago Tavera, Maison de la Culture de Claude-Léveillé, Montréal, Sound Designer
- 2020 "L'Archipel Nocturne," Dir: Andrea Young, Performance, Concordia University, Montreal, Digital Artist / Projections / Audio Reactivity
- 2019 "Show Me<>Show You," Sound Installation, XX Files: Intimacy & Desire, Pop Montréal, Lead Artist
- 2019 "Alea," Sound Installation/Live Performance, Long Winter Festival, Toronto, Performer, Composer
- 2019 Alvin's Apartment, Dir. Andrea Diaz, VR Sound Designer (FMOD)

Music

- 2022 *Droplets 3 Ways*, Electroacoustic Composition, the NYU IRCAM Forum, Composer
- 2021 *Beat to Nowhere*, Composer
- 2020 *Vacillations*, NYC Electroacoustic and Computer Music Festival, Visual Music
- 2019 *Electroacoustic Sonata in 330 Hz*, Composer
- 2019 *Theme for a Troubled Mind, 60x60*, Composer
- 2018 *Death of the Arcade*, Composer
- 2017 *Seven Years of Blood, Rats in Paradise*, Peeling, Buzz Records
- 2017 *Experiments Off a Cliff*, Bobbypin, River Girls Records
- 2016 *Sketches from a Terrace*, Bobbypin, River Girls Records
- 2015 *Seven Minutes*, TOPS, Arbutus Records
- 2015 *Hollow Sound of the Morning Chimes*, TOPS, Arbutus Records
- 2015 *They'll Never Know You're Gone*, the BB Guns, Optical Sounds Records
- 2014 *Bang*, the BB Guns, Optical Sounds Records
- 2013 *Baby, I Hate You*, the BB Guns, Optical Sounds Records
- 2012 *Love's Sweet Exile*, Jennie Vee and the Vicious Guns, independent

2009 *Too Dirty to be a Rat*, Machetes, 99x/100 Records

Audiobook and Podcast

2024 "Unnatural Fate," Podium Audio, NYC, Audiobook Editor

2024 "Sweet Severity," Podium Audio, NYC, Audiobook Editor

2024 "My Mets Bible," Recorded Books Media, NYC, Audiobook Editor

2024 "rAADio Podcast: unEthical Practices, Season 3," GSAAP Architecture, NYC, Recording Engineer

Composition for Dance

2023 "Mnemosyne," Composition for Dance (Chore. Rafailia Bampasidou), the Movement Lab & The Jewish Centre, NYC, Composer, Sound Designer, Live Mixing Engineer

Theatre Sound Design

2019 "Culver," Montréal Fringe Festival theatre production, Sound Designer, Composer

2019 "Apathy," Montréal Fringe Festival theatre production, Sound Designer, Composer

Conference Presentations

2021 "Mistaken Realities," Cinéma Urbain 2021 and VYV and Société des Arts Technologiques, Montréal

2021 "An Opus for Camouflaged Screams," Visionas Sonoras Festival, Morelia, Mexico

2021 "Trauma-Informed Composition for Installation and Community Engagement," Festival Internacional de la Imagen, Manizales, Colombia

2020 Emotional Resilience While Performing Traumatic Narratives, COHDS Annual Conference, Montréal

2020 "The Living Composition," Visionas Sonoras Festival, Morelia, Mexico

PUBLICATIONS

Peer-Reviewed Publications

2023 "Consenting the Voice – Essential Collaboration and the Iterative Draft as Creative Practice," *MODA Critical Review Issue 4: Draft*, 2023

2021 "Sonic Sentimentality and the Unification of the Listening Space: Exploring the Intersections of Oral History and Sonic Art," *Organised Sound* 26(2), 2021

PROFESSIONAL AFFILIATIONS

Motion Picture Editors Guild, IATSE Local 700

Society of Composers, Authors, and Music Publishers of Canada (SOCAN)

The Centre for Oral History and Digital Storytelling, Concordia University, Affiliate

Canadian Association for Sound Ecology, member

TECHNICAL SKILLS

Programming

Code: Javascript; HTML; CSS; C++

Arduino, Processing

Swift UI (OS apps programming language)

Sound Synthesis

Languages: Max and Pure Data (fluent); Super Collider; TidalCycles
Patchable synthesizers (Moog/Serge/Buchla/EMS/Eurorack)
VCV virtual modular synthesis

Video Synthesis

Touch Designer
Hydra Live Video Synth

Electronics/Physical Computing

Soldering
System-on-chip platforms (Beagle/Bela/Raspberry Pi)
Associated sensors and actuators

Fabrication

Woodshop – bandsaw, chop saw, jig hand – tools, drill press
Metalshop – sheet metal fabrication (break/sheer/roll), arc welding, tig welding
Digital – laser cutter, FDM 3D printing, 3D Scanning
Loudspeaker (custom enclosures)

Software

Audio

Digital audio workstations: ProTools, Ableton Live, Logic, Cubase, Nuendo, Reaper, FL, Amadeus, Adobe Audition
Sound design: QLab, Sound particles, Soundly, Soundsnap
Audio Processing and Analysis: Izotope Advanced Production Suite, FabFilter Suite, Soundtoys, Michael Norris, PaulxStretch, Waves, Cecilia5
Spatial tools: IRCAM Spat, Max 4 Live Envelop, Dolby Digital Surround, Dolby Atmos
Composition and musical notation: Dorico, MuseScore, Finale

Imaging

Adobe Creative Suite: Photoshop, Illustrator, InDesign
3D modeling: Blender

Video and Game

Video: Adobe Premiere and After Effects, Final Cut Pro
Game: Unity, FMOD, Wwise

Project Management and Admin Tools

Collaboration, Logistics, and Design: Toggl, Asana, Canva, Figma, Trello, Discord, Slack
Microsoft Office suite
Google Drive
Keynote

LANGUAGE PROFICIENCIES

English (primary language), French (intermediate: reading, writing, speaking), German (some reading, some speaking), Italian (some reading)