



// 9705 Genesee Ave., Apt E1, San Diego, CA 92121;

Online Portfolio: <http://www.joemariaglio.com>

Education:

PhD Candidate in Computer Music, 2015. University of California, San Diego.

MA in Interactive Telecommunications, 2009. Tisch School of the arts.

Thesis: <http://www.joemariaglio.com/spring09/thesis>

BA in Music Composition, 2007. Wesleyan University.

Thesis: <http://www.joemariaglio.com/blog/?p=132>

Technical Skills:

Software.

C/C++, Java, Bash, Perl, Python, Matlab.
SuperCollider, CSound, Chuck, PD, Max/MSP.
Processing, Arduino, Scratch, ActionScript 3.
Experienced with Unix, Linux, and Windows environments.

Electrical.

Pro Audio, Analog / Mixed circuit design, Microcontroller, CCTV & Alarm.

Design.

Web: XML, HTML, CSS.
Graphic: Adobe CS & Open-Source Equivalents.
Sound: Logic, DP, Protools, Ardour.
Video: Final Cut Pro / iMovie.
CAD: Eagle, Sketchup, Blender.

Sound.

Live Sound, Recording, Tracking, Mixing, Audible Design.

Professional & Creative Experience:

Teaching Assistant, UCSD, August 2010 - Present.

Courses: Musical Acoustics, Introduction to Computer Music.

Teacher, Kid's Electronic Music Workshops, ICMC, May 2010.

Designed curriculum & taught 6 - 12 year-olds. Workshops consisted of:
Basic physics, Piezoelectricity, Analog signal processing, Composition & Improv.

Teacher, Kid's Electronic Music Workshops, Unsound, February 2010.

Designed curriculum & taught 6 - 12 year-olds. Workshops consisted of:
Basic physics, Piezoelectricity, Analog signal processing, Composition & Improv.

Career Services, The Ladders, January 2010 - June 2010.

Job Hunting, Data Entry, Résumé Critique. Provide job-seekers with online services.

Teacher / Consultant / Engineer, Harvestworks, October 2009 - current.

Work with media artists in Processing and SuperCollider.

Live Sound Engineer, 2008 - 2010.

Front of House, Stage Management, Monitor Mixing.

Pro Audio Tech, 2008 - 2010.

Repairs, diagnostics, custom fabrication.
Recording, mixing, mastering.

Film Scoring, Foley Artist, 2008 - current.

Sound Design for independent films. Scoring, Foley, ADR.

Music Performance Software Designer, 2007 - current.

Develop integrated music performance solutions for clients in a variety of fields.
Physical Computing, Software Development, Sound Design.

Electrician, GVal Alarm Co, 2007 - 2009.

Design, install, maintain CCTV, Alarm, Home Entertainment, Data.

Equipment Room Technician, Interactive Telecommunications Program, 2007 - 2009.

Set up / tear down new media installations, technical consulting for projects.

Selected Works:

"Aquarium"

University Art Gallery, UCSD, 2010;

A collaboration with Carolyn Chen. Programmed algorithmic projections of flocking simulations, realized in realtime.

"Give Me Everything"

Black Box Theater, UCSD, 2010;

An acousmatic piece derived from field recordings and photographs of the M-train in Brooklyn.

"Silence & Noise: Part One"

Le Poisson Rouge, 2010;

A series of kids' & young adults' workshops organized by Communikey, ITP, Harvestworks, culminated in a performance at LPR using the participants' electro-acoustic instruments.

Co-authored curriculum with Lori Napoleon, Karla Calderon, Ted Hayes.

"Sweet Acceleration"

MonkeyTown, 2010;

An acousmatic piece derived from field recordings of the 7-train in LIC.

"Linguini A-D"

ITP 2009;

4 Laser-Cut MDF sculptures based on Haar wavelet analysis. For use as notations.

"Sanction of the Victim"

MMiX Festival, TheaterLab, 2009; *SuperCollider Symposium*, Wesleyan 2009; ITP 2009; Diapason, 2008.

Multichannel, networked music composition.

A Local Area Network of four computers competes with an audible virus.

"The Data and Tension"

ITP 2009.

A vocalized dynamic system. 4 performers each use simple rules to coordinate and compete with one another, yielding a performative linguistic game.

Performers: Elizabeth Fuller, Ted Hayes, Lee-Sean Huang, Kristen Smart.

"Codecs, 2007-2008"

A retrospective album focusing on spectral granulation and wavelet techniques.

"Solo for Amplified Window"

New Interfaces for Musical Expression, Exit Art 2008.

Performer carefully rolls a stone ball along a large amplified glass window, following an algorithmically generated graphical score.

"The Curved Gap"

Telemurgence, RPI 2008.

A composition by Will Swofford which simultaneously occurred in RPI, UCSD, and Stanford, over Internet2. Live-Coding with piezo discs.

"Lenore"

Wesleyan 2008.

Director: Asli Soncelly.

IMDB: <http://is.gd/4KtOa>

Composed Original Score, Recorded Foley, Mixed Soundtrack.

Awarded 2008 *"Best Film- Digital"* Wesleyan Film Department.

"An Evening of New Computer Music"

Wesleyan 2007.

Senior Recital concert composed and performed entirely in SuperCollider.

All pieces for computer and real-time performance systems.

Debuts: "Overture" 2007; "After Dad" 2007; "Personal Flowers" 2006;

"The Moat Describes its Castle" 2006; "Erripu" 2006;

".big eat0r" 2007; "Landscape in 3 Colors" 2007;

"The King of Pentacles" 2007 (featured Devin Connelly on detuned electric guitar);

"Phonological, Semantic, Orthographic" 2007;

"Fear Lasts Longer"

8x8 Concert Series, Wesleyan 2007.

"8x8" was a large multichannel, immersive environment curated by Jake Lewis. Aided in construction and implementation.

"Fear Lasts Longer" was an 8 channel tape composition.

"Meat Drone"

Wesleyan 2006.

An overpowering subharmonic drone responds to cooking hamburger meat.