

JAMIE BEVERLEY - CURRICULUM VITAE

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EDUCATION

M.Sc. in Applied Computing (University of Toronto) **Sept. 2018 – Dec. 2019 (expected)**

- Courses: Human-Computer Interaction, Critical Thinking for Human-Computer Interaction, Machine Learning and Data Mining, Computational Social Science

M.A. in Communications and New Media (McMaster University) **Sept. 2017 – Sept. 2018**

- New Media Research Methods, Communications Research Methods, Memory Studies, Critical Data Studies, Feminist Science and Technology Studies, Cyber-Marxism
- Thesis: Web-based environmental sound art installation and performance (<https://github.com/JamieBeverley/Precipitate>).

B.Arts.Sc. (Hon) *summa cum laude* (McMaster University) **Sept. 2013 – April 2017**

- History, philosophy, economics, mathematics, biology, science and technology studies, minor in computer science.
- Thesis: Audience-participatory live-coding performance system (Unity Game Engine, JavaScript, Node.js, SuperCollider)

PUBLICATIONS (peer reviewed)

Beverley, Jamie, and David Ogborn. "CrowdPatching: a system for audience participation in algoraves". In *Proceedings of the International Conference on Live Coding 2017*. Morelia, Mexico, Dec. 4th to Dec. 8th, 2017. Available at <http://iclc.livecodenetwork.org/2017/cameraReady/shortpaper-beverley-crowdpatching.pdf>

Ogborn, David, Jamie Beverley, Eldad Tsabary, and Alex McLean. "Estuary: Browser-based Collaborative Projectional Live Coding of Musical Patterns". In *Proceedings of the International Conference on Live Coding 2017*. Morelia, Mexico, Dec. 4th to Dec. 8th, 2017. Available at http://iclc.livecodenetwork.org/2017/cameraReady/ICLC_2017_paper_78.pdf

RESEARCH

Estuary (Research Assistant, McMaster University) **May 2016 - present**

- Web-based host for multiple and proliferating live coding languages oriented towards sonic and visual exploration and other forms of artistic expression.
- Programmed in Haskell and compiled into Javascript to run entirely in the browser.
- Deployed at: www.intramuros.mcmaster.ca:8002
Source available at: <https://github.com/d0kt0r0/Estuary>

Precipitate - Masters Major Research Project

Sept. 2017 - Sept. 2018

- Web-based environmental sound art installation and performance system (<https://github.com/JamieBeverley/Precipitate>).

ABLE (Research Assistant, McMaster University)**May 2018 – Sept. 2018**

- Gamifying mobility exercises for older adults with wearable devices and audio-visual experiences.
- Responsibilities: Implemented Bluetooth communication (Arduino, Noble.js), designed reactive audio-visual experiences (SuperCollider, Unreal Game Engine), developed website (JavaScript, Node.js, CSS), conducted focus groups.

Inner Ear**Aug. 2017 – March 2018**

- Web-based ear training platform for electroacoustics and multimedia students.
- Programmed in Haskell and compiled into Javascript to run in the browser.
- Responsibilities include developing a Haskell model of the Javascript Web Audio API, designing interfaces for sound playback, and incorporate feedback from students using the software in class.
- Deployed at: www.intramuros.mcmaster.ca:8000
Source available at: <https://github.com/d0kt0r0/InnerEar>

CrowdPatching**April 2017**

- Interactive and generative audiovisual system for audience engagement in live-coding performance (audio - SuperCollider, visuals – Unity game engine, server - NodeJS, web application - Javascript).
- Paper presented at the International Conference on Live Coding 2017 in Morelia, Mexico.
- Source available at: <https://github.com/JamieBeverley/CrowdPatching>

WebDirt**May 2016**

- Re-implemented the Dirt sound sampling software (<https://github.com/tidalcycles/Dirt>) in Javascript using the Web Audio API.
- Source available at: <https://github.com/d0kt0r0/WebDirt>

TEACHING**Teach Assistant – Introduction to Digital Audio****Sept 2017 – April 2018**

- Lead weekly tutorials, holding office hours, and marking assignments for a second year Introduction to Digital Audio (MM 2G03) course at McMaster University

Volunteer Programming Lessons**January – April, 2016 and 2017**

- Started ‘Coding in Commons’ initiative to teach peers how to program in Python.
- Provided McMaster Arts and Science students with biweekly introductory programming lessons, practice problems, and other online educational resources.
- Slides for 2017:
<https://docs.google.com/presentation/d/1y5RvnxOxGydsMa0xHqCXcnJNHEq7ft3Dr1KkyC8g9t0/edit?usp=sharing>

HONOURS**Charon Burke McCain Memorial Scholarship (McMaster, Charon Burke McCain)****2016**

- For academic excellence and community engagement.

Honour Awards Entrance Scholarship (McMaster University)**2013**

- Entrance scholarship for maintaining secondary school academic excellence.

WORKSHOPS

McMaster Global Engineering Conference (Hamilton, ON) Jan. 2018

- Co-lead a workshop on live coding and programming in the arts.

Estuary Workshop – International Conference on Live Coding (Morelia, MX) Dec. 2017

- Helped demonstrate Estuary software and troubleshoot for workshop attendees.

Combining 2 Cultures Conference (Hamilton, ON) Jan. 2017

- Lead an introductory workshop on programming for the undergraduate Combining 2 Cultures Conference at McMaster University.

Estuary Workshop - International Conference on Live Coding (Hamilton, ON) Oct. 2016

- Helped demonstrate Estuary software and added new features requested by workshop attendees.

PERFORMANCES

International Conference on Live Coding (Madrid, ES) Jan. 2019

- Improvised solo live coding algorave performance showcasing the TidalStems extension for Tidalcycles (<https://github.com/JamieBeverley/tidalstems>) and a new system for reactive visuals (<https://github.com/JamieBeverley/tidalvisuals>)
- Audiovisual ‘roulette’ live coding with the Cybernetic Orchestra using the *Estuary* platform.

Smartphone Soundscapes at HAVN Sonic Art Series (Hamilton, ON) April 2018

- Live coding improvisation that leveraged the Web Audio API to play sounds through the smartphones of audience members, supplemented by a stereo PA system.

International Conference on Live Coding (Morelia, MX) Dec. 2017

- Solo live coding improvisation using Tidalcycles.
- Live coding performance with McMaster’s Cybernetic Orchestra.

New Interfaces for Musical Expression (Copenhagen, DK) May 2017

- Live coding performance with McMaster University’s Cybernetic Orchestra.

International Conference on Live Coding (Hamilton, ON) Oct. 2016

- Live coding duet with Ali Khajehei as 0b01 BEATS using the Jam.sc SuperCollider extension.

ORGANIZATIONS

Society of Arts and Science Students Sept. 2013 to May 2017

- Vice President Social (September 2016 – May 2017). Planned and executed social events for the Arts and Science student body, coordinated and lead a committee of volunteers.
- Level 3 Representative (fall 2015 - spring 2016).
- Conducted regular website maintenance for the society’s website: www.sassweb.ca

Activism Involvement

(September 2013 to present)

- Member of Fossil Free McMaster, fossil fuel divestment club (Sept. 2015 to April 2016).
 - Helped organize and implement events, outreach initiatives, and environment cleanups.
- Member of Hamilton 350 Environmental Organization (Sept. 2015 to April 2016).
 - Attended meetings at Hamilton City hall, took minutes and helped plan outreach events.

SOFTWARE REPOSITORIES

Estuary (<https://github.com/d0kt0r0/estuary>)

- Web-based host for multiple and proliferating live coding languages.

Precipitate (<https://github.com/JamieBeverley/Precipitate>)

- Web-based environmental sound art installation and performance system.

Inner Ear (<https://github.com/d0kt0r0/InnerEar>)

- Web-based ear training platform for use in undergraduate electroacoustics classes.

Smartphone Soundscapes (<https://github.com/JamieBeverley/smartphone-soundscapes>)

- Live coding performance system for playing sounds on audience smartphones.

CrowdPatching (<https://github.com/JamieBeverley/CrowdPatching>)

- Generative audiovisual system for audience participation in algoraves.

WebDirt (<https://github.com/d0kt0r0/WebDirt>)

- Re-implementation of the Dirt (<https://github.com/tidalcycles/Dirt>) sampling software in Javascript.

MusicW (<https://github.com/d0kt0r0/MusicW>)

- Haskell monad and foreign function interface for the Web Audio API.

huMelody (<https://github.com/JamieBeverley/huMelody>)

- Evolutionary machine learning algorithm for composing melodies that adapts to facial cues.

Digital Record Box (<https://github.com/JamieBeverley/DRB>)

- 3D printed sound file playback device that appeals to multi-modal forms of interaction afforded by vinyl records.

Jam.sc (<https://github.com/JamieBeverley/SuperCollider-Extensions>)

- Collection of SuperCollider extension classes for making and performing music, including synthesis DSP patches, tablet sequencer interfaces, GUIs, and sound file manipulation functions.