

Nicky System

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Projects

Tiny Techno Pseudo Language *Command System for Live Performance*

A tiny text command system for minimal techno. Live coding system for performance in the terminal.

HEDJAM *Generative Music Software, 2021*

Virtual band software for education and live performance. Ongoing project exploring accessibility in generative music and new ways to incorporate projection art and music performance.

UnSync *Asynchronous MIDI Sequencer, 2021*

Browser based MIDI sequencer. Non-sequential and collision based.

Awkward Violence *Single, 2021*

Song with two procedurally generated remixes.

Amber Rising EP *Multi-Platform Story Telling, 2020*

Music EP on all major streaming platforms accompanied by a game. Tells the story of a rogue AI through interactive text and audio.

Cubic Bytes *30 Second Music Piece Commision*

Bytebeat music piece for Bendigo ARt tour. Augmented reality outdoor art gallery.

Workshops / Demonstrations

2022 *New Interfaces for Musical Expression 2022*, University of Auckland NZ (demo)

2022 *P5.JS and Pure Data workshop*, Newstead VIC

2021 *HYDRA Video Synth*, Castlemaine DigiClub

2020 *Introduction to Pure Data for Audio and Sound Art*, Bus Projects (Collingwood Yards)

2018 *Probability Based Drum Sequencing*, Castlemaine Fringe Festival

Performances

2022 *Modul8 Magazine Launch – HEDJAM set*, Foundsound Brunswick VIC

2021 *Newstead Arts Hub – HYDRA Video Synthesis, Pure Data Live Coding, HEDJAM and ORCA*, Newstead Vic

2021 *Ballarat Synthesiser Enthusiasts – HEDJAM Set*, Ballarat VIC

2021 *Castlemaine Electronic Workshop – HYDRA Video Synthesis*, CAPSA Gallery VIC

2021 *Castlemaine Electronic Workshop – Pure Data Live Coding*, Campbells Creek VIC

2020 *Boomtown Wines – Pure Data Live Coding*, Castlemaine VIC

2020 *Make It Up Club – Pure Data Live Coding*, ONLINE

Teaching

2021 *Digital Technologies*, MEC – Maryborough

2016 *Cert III in Sound Production*, MEC – Maryborough

2009 *Sound Engineering / Mastering*, Victoria University - Yarraville

2009 *Digital Distribution / Music Business*, Collarts – South Melbourne

2007-2008 *Music Industry Skills – Performance and Sound Production*, CSC - Castlemaine

Education

2014 *Database & Search Engine Design / Web Programming*, Deakin University

2007 *Graduate Diploma in (Secondary) Education*, LaTrobe University

2006 *Bachelor of Music Technology*, Victoria University

Skills

Programming

C# , Assembly, Javascript, Pure Data, Unity3d, Pixel Art and Animation, Electronics, Physical Computing, Linux / Raspberry Pi, Twine

Design

Aseprite, Photoshop, Premiere, Blender

Languages

English, some Japanese