Nicholas Hall (Nick[y] System)

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Projects

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.

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.

Bytebox *Hardware Bytebeat Player, In Development*

Arduino based SD card bytebeat expression player.

Workshops

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

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

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

Design

Aseprite, Photoshop, Premiere, Blender

Languages

English, some Japanese