ANDY MUEHLHAUSEN

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I'm a quirky combination of computer scientist and sound designer
with a passion for inventing fun and meaningful social interactions.

Interactive Experience Designs

2012	**MUGIC Network-Streamed Graphics Protocol**	CALIT2	San Diego, CA

Received a grant to research platform-independent stateless and stateful network-streamed graphics.

2012	**Crossing Boundaries**	UCSD	San Diego, CA

First live usage of MUGIC (with JOGL, and MaxMSP) to create controllable live graphics for display on a custom mega-wall of 16 computers and 32 HD monitors. User-controlled via HTML, Kinect body interaction, and live MIDI.

2011-2012	**Recombinant Media Labs – CineChamber**	CRCA	San Diego, CA

Live audio/visual reactive installations and performances in a 10-projector and 16-speaker configuration.

2011	**PQ Production: Ad Infinitum³**	Purdue University	Prague, Czech Rep.

Designed sound and programmed a game engine in OpenGL for an iPhone/Android-enabled 45-player multiplayer game that opened the 2011 Prague Quadrennial's Scenofest (the world's largest theatre festival).

2010	**Rock Band Mix Producer**	Sonic Iguana Studios	Lafayette, IN

Provided stem tracks, submixes, full mixes, and referencing mixes for the Anti-Flag song "We Are the One" to be recreated as downloadable content on Guitar Hero and Rock Band games.

Recent Work History

CALIT2 Researcher	Radio Show Producer	UCSD T.A.	Recording Engineer
UCSD – San Diego, CA	Changing Lanes Radio	Undergrad Design	Sonic Iguana Studios
2011-Current	2012	2011-Current	2009-2011

Notable Sound Designs

2011	Madagascar Live	sound effects designer	U.S. Tour
	Gazillion Bubble Show	theme song	U.S. Tour
2011-2012	Elizabeth I	composer, sound designer	U.C. San Diego
	Spring Awakening	asst. sound designer	San Diego, CA
	Gas House Baby	composer, sound designer	
2010	Brand New Kid	composer, sound designer	Hope Smmr Rep.
	Into the Woods	asst. sound designer	Holland, MI
2008-2011	DANCLAB	composer, sound designer	
	Dance Works x2	composer, sound designer	Purdue University
	Top Girls	composer, sound designer	W Lafayette, IN
	SNAK ATAK	composer, producer	

Notable Album Credits

2011	Suckerbox	Soon Come	editor, tambourines	Go-Kart Records
2011	Horace Pinker	Local State Inertia	editor, drum synths	Enemy One Records
2011	Dusty Trip	D.I.Y.	tracker, editor, vox	Speed Records
2010	Svetlanas	Svetlanas	tracker, editor, guitars	Vampata
2008	Squirtgun	Fade to Bright	backing vox	Honest Don's

Other Skills

Programming Languages:	Java, C, C++, QT, OpenGL, FFMPEG, VST, Max/MSP, PD, JS, SQL, HTML, Kinect, Arduino
Software:	Touch Designer, Digital Performer, Ableton Live, QLab, SFX, Studio Manager, Sony Acid, Yamaha M7&DM2000, Mackies, Waves Mercury, Heaps of Synths, OS, Windows, Linux
Proficient Instruments:	Drums, Mallets, Electric Bass, Upright Bass, Guitar, Piano, Banjo
Jobs from earlier in life:	landscaper, pizza maker, bar cook, spring maker, semi-trailer floor maker, promotions, more.

Education

Pursuing – M.F.A. **Theatre (Sound Design)**;   **University of California, San Diego** – San Diego, CA (expected graduation 2014)
Received – B.S.   **Computer Science;** Minors: Theatre Technology & Design, Physics; **Purdue University** – West Lafayette, IN