

Hunter Brown

| Composer | Music Technologist | Improviser |

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EDUCATION

PHD IN MUSIC COMPOSITION | UNIVERSITY OF CHICAGO (2019-PRESENT)

M.A. IN DIGITAL MUSICS | DARTMOUTH COLLEGE (2017-2019)

B.M. IN PERCUSSION PERFORMANCE & TECHNOLOGY IN MUSIC AND THE RELATED ARTS (TIMARA) | OBERLIN CONSERVATORY OF MUSIC (2013-2017)

HONORS AND AWARDS

- ASCAP/SEAMUS Student Commission Competition Finalist (2021)
- Lowell C. Wadmond Award (2021)
- University of Chicago Fellowship (2019-2025)
- Dartmouth College Fellowship (2017-2019)
- Neukom Institute for Computing Travel Grant (2018)
- Dartmouth College Dean's Travel Grant (2018)
- Dartmouth College Alumni Research Award (2018)
- SEAMUS Allen Strange Composition Award: 1st Prize (2017)
- Oberlin Conservatory Dean's Merit Scholarship (2013-2017)
- Avedis and Armand Zildjian Percussion Scholarship (2016)

PRIMARY INSTRUCTORS

- Composition and Computer Music: Sam Pluta, Augusta Read Thomas, Taylor Ho Bynum, Michelle Lou, Spencer Topel, Michael Casey, Joo Won Park, Aurie Hsu
- Percussion: Tomas Fujiwara, Michael Rosen, Phillip O'Banion, John R. Beck

MUSIC FESTIVALS, PROFESSIONAL CONFERENCES

- Ear Taxi Festival (2021)
- High Dessert Soundings, Residency w/ Other Plastics (2021)
- 2nd Conference on AI Music Creativity (2021)
- Line Upon Line, Ensemble in Residence w/ Other Plastics (2021)
- CHIMEFest, CIRCULATIONS: Symposium on Live Audio Feedback in Art (2020)
- FluCoMa Plenary (2020)
- New Interfaces for Musical Expression (2018-2019)
- International Workshop on Multilayer Music Representation and Processing (2019)
- International Computer Music Conference (2018)
- Society for Electro-Acoustic Music in the United States National Conference (2017-2021)
- IRCAM Manifeste Computer Music Course (2016)
- New York City Electroacoustic Music Festival (2016-2017)

PUBLICATIONS & RECORDINGS

- Other Plastics, "Overtime Liquor", Creative Sources Recordings, 2020
- H. Brown, "Heretic: A New Live Algorithm", Dartmouth College Master's Thesis in Digital Music, 2019
- H. Brown and M. Casey, "Heretic: Modeling Anthony Braxton's Language Music." 2019 International Workshop on Multilayer Music Representation and Processing (MMRP). IEEE, 2019
- H. Brown and S. Topel, "DRMMR: An Augmented Percussion Implement," in Proceedings of the International Conference on New Interfaces for Musical Expression, Porto Alegre, Brazil, 2019

PROFESSIONAL EXPERIENCE

TECHNICAL DIRECTOR | Ensemble Dal Niente (Sept 2021-Present)

Responsibilities Include:

- On site technical management (amplification, live audio/video playback, etc)
- Running technology for rehearsals (Live electronics, amplification, recording, live streaming, etc)
- Preparing technical riders for local and out of town performances
- Preparing click tracks or other rehearsal preparation needs

LECTURER: ELECTRONIC MUSIC I (MUSI 26618) | University of Chicago (2020-Present)

Designed the syllabus for and taught an introductory electronic music class at the University of Chicago. Taught the history and aesthetics of electronic music. The students were also taught how to create music using a digital audio workstation, field recorder, and analog synthesizer.

RECORDING ENGINEER & VIDEO EDITOR | University of Chicago (2020-Present)

Responsible for making archival recordings of the Grossman Ensemble's rehearsals, and editing performance videos for the Chicago Center for Contemporary Composition and University of Chicago's Music Department.

TEACHING ASSISTANT | Dartmouth College (2017-2019)

Responsibilities include: Holding office hours, grading assignments, and acting as substitute lecturer during the absence of the primary instructor for the following courses:

- Music 20: Introduction to Music Theory
- Music 21: Melody and Rhythm
- Music 23: Timbre and Form
- Music 26: Electronic Music Synthesis

ASSISTANT AUDIO ENGINEER | Marlboro Music Festival (2017-2018)

Responsibilities include: Concert recording, maintaining an archival recording database, and concert hall microphone rigging.

AUDIO ENGINEER | Oberlin Conservatory Audio Department (2014-2017)

Responsibilities include: Live Mixing, concert recording, sound reinforcement, and studio recording for Oberlin Conservatory concerts and events.

INSTRUCTOR | Oberlin Conservatory TIMARA Department (2015-2017)

Responsibilities include: teaching electronic music and audio production lessons to entry-level students, assisting with TIMARA department concert productions, and holding electronic music lab hours in which students and community members seek assistance with audio and video production.

SIGNIFICANT PERFORMANCES AND PRESENTATIONS

- SLOWMUSIC for Carillon and Electronics at Ear Taxi Festival (September 2021)
- Evening length, multi-channel, improvised performance at the Line Upon Line Composer Festival w/ Other Plastics (August 2021)
- Solo performance w/ Heretic at the 2nd Conference on AI Music Creativity (July 2021 [Virtual])
- Midwest Tour w/ Other Plastics (Feb-March 2020)
- East Coast Tour w/ Other Plastics & Daniel Meyer/Rob Cosgrove (June-August 2019)
- Solo performance and artist talk w/ Heretic at International Workshop on Multilayer Music Representation and Processing
- International Computer Music Conference: Daegu, South Korea, Falter/Cleanse (August 2018)
- New Interfaces for Musical Expression: Blacksburg, Virginia, Other Plastics (June 2018)
- IRCAM: Paris, France, Presentation on real-time timbre tracking for vibraphone (June - August 2016)

COMPOSITIONS

- BUNKMUSIC for Sextet & Computer (2021/2022)
- SLOWMUSIC for Carillon & Computer (2021)
- High From Yesterday for Two Improvisers [w/ Other Plastics] (2021)
- AlexaVoiceScramble for Audio/Visual Installation (2021)

- Moët Music for Saxophone Quartet & Electronics (2021)
- 30 sec loops for Video & Stereo Audio (2020)
- Layers for Percussion Trio & Electronics (2020)
- False Translations for Saxophone & Computer (2020)
- Edge for Two Instruments & Computer (2019)
- Heretic for Solo Drum-Set & Autonomous Computer Music System (2018-Present)
- Contingencies_v1 for Cornet, Electric Bass, Percussion, & Autonomous Computer Agent (2018)
- String Quartet #1 (Metal Feedback) for String Quartet, Objects, Metal Sheets, & Computer (2018)
- FalterCleanse, Viola & Live Electronics (2017-2018)
- Grit, Fixed Media (2017)
- Confined Restraint (No Ceilings) for Percussion Quartet & Electronics (2017)
- Bicorporal: An Interactive Performance System, Percussion & Electronics (2016)
- 4 Episodes, Fixed Audio-Visual Media (2016)
- Audiovisual Improvisation System, Live Electronics Animation (2016)

SKILLS

LANGUAGE

- English: Fluent
- French: Intermediate

SOFTWARE In order of expertise:

SuperCollider • Max/MSP • PureData • Adobe Suite • VCV Rack • Processing • Wekinator • Runway ML • Finale • HTML • CSS • Python • JavaScript

HARDWARE

In order of expertise: Recording Studio • Mobile Recording • Live Audio • Senors/Motors/Transducers • Arduino • Bela Board • Raspberry PI • 3D Printing • Laser Cutting

REFERENCES AVAILABLE UPON REQUEST