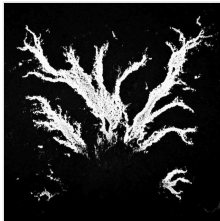http://localhost:4000/works/

J3ZZ

www.j3zz.com

# WORKS

**31**

### Complete Template Reference

**INSTALLATIONS, RELEASES, LIVE ACTS, COLLABS**

A comprehensive template work demonstrating all possible metadata fields, links, and section modules available in the portfolio system for easy reference and replication.

*Year: 2024 • Location: New York, USA • Role: Sound artist, composer, installation artist, performer • Technology: Max/MSP, TouchDesigner, Ableton Live, modular synthesizers, spatial audio systems, machine learning, real-time processing • Collaborators: Visual artist Sarah Johnson, Choreographer Maria Garcia, Software engineer David Kim • Client: Client Organization Name • Commissioned by: Arts Foundation or Festival Name • ISRC: USRC17607839 • UPC: 123456789012 • ISWC: T-345.246.800-1*

**30**
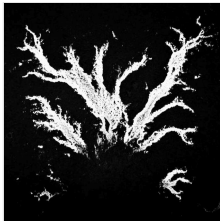
### Centralized Metadata Example

**RELEASES**

Demonstrates the new centralized metadata system where metadata is defined once in front matter and automatically used across all modules.

*Year: 2024 • Location: Paris, France • Role: Composer, producer, sound designer • Technology: Ableton Live, Max/MSP, modular synthesizers • Collaborators: Visual artist Sarah Johnson • Commissioned by: Paris Electronic Music Festival • ISRC: USRC17607839 • UPC: 123456789012*

**29**
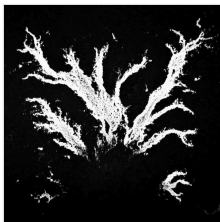
### Split Layout Example

**INSTALLATIONS**

An example work demonstrating split-column layout patterns, combining hero content with metadata in responsive two-column designs.

*Year: 2024 • Location: Paris, France • Role: Composer, producer, sound designer • Technology: Ableton Live, Max/MSP, modular synthesizers • Collaborators: Visual artist Sarah Johnson • Commissioned by: Paris Electronic Music Festival • ISRC: USRC17607839 • UPC: 123456789012*
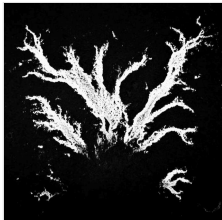
28



### Modular Layout Example

INSTALLATIONS, COLLABS

A comprehensive demonstration of the modular layout system, showcasing flexible content sections and customizable presentation options.

*Year: 2024 • Location: Paris, France • Role: Composer, producer, sound designer • Technology: Ableton Live, Max/MSP, modular synthesizers • Collaborators: Visual artist Sarah Johnson • Commissioned by: Paris Electronic Music Festival • ISRC: USRC17607839 • UPC: 123456789012*
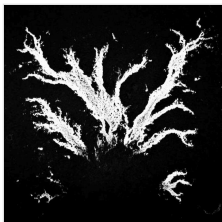
---

27



### Ambient Collective

COLLABS

A collaborative album featuring five international artists, blending ambient soundscapes with experimental electronic textures in a cohesive sonic journey.

*Year: 2024 • Location: Remote collaboration (worldwide) • Role: Co-composer, producer, curator • Technology: Collaborative online production, various synthesis techniques, field recordings • Collaborators: Yuki Tanaka (Japan), Sofia Martínez (Argentina), James O'Brien (Ireland), Amara Okafor (Nigeria) • ISRC: USZZZ2400456 • UPC: 5054429876543*

---

26
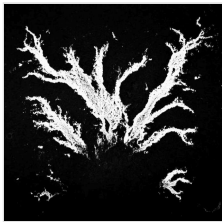


### Visual Sound Fusion

COLLABS, INSTALLATIONS, LIVE ACTS

An audiovisual collaboration with Maya Chen, merging live performance with generative visuals to create immersive multisensory experiences.

*Year: 2024 • Location: Singapore / Berlin • Role: Sound artist, co-creator • Technology: Real-time audio synthesis, generative visuals, TouchDesigner, Max/MSP, machine learning • Collaborators: Visual artist Maya Chen (co-creator, visual systems) • Commissioned by: ArtScience Museum*

---

25
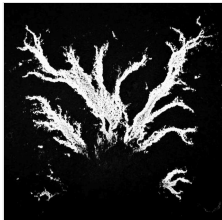


### Synth Waves Collab

COLLABS, RELEASES

A collaborative electronic music project exploring the intersection of analog synthesis and digital processing with sound designer Alex Rivers.

*Year: 2024 • Location: London, UK • Role: Co-composer, sound designer • Technology: Analog synthesizers (Moog, Prophet), Max/MSP, modular systems • Collaborators: Alex Rivers (co-composer, synthesizer programming) • ISRC: GBUM72400123 • UPC: 5054526987456*

---

**24**
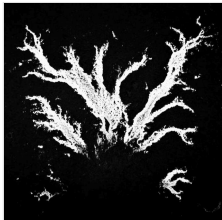


### Anim Id Est

LIVE ACTS

An immersive live performance in complete darkness, where spatial audio techniques guide the audience through a sonic journey.

*Year: 2023 • Location: Copenhagen, Denmark • Role: Performer, spatial audio designer • Technology: Spatial audio systems, ambisonic recording, Max/MSP, multi-channel diffusion • Commissioned by: Copenhagen Contemporary*

**23**
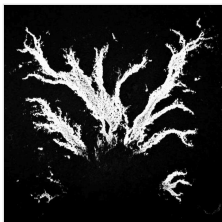


### Deserunt Mollit

RELEASES

A double album of piano-driven electronic compositions, blending classical instrumentation with contemporary production techniques.

*Year: 2023 • Location: Prague, Czech Republic • Role: Composer, producer, pianist • Technology: Acoustic piano, software synthesizers, Max/MSP, orchestral samples, Ableton Live • Collaborators: Piano performance: J3ZZ with additional arrangements by Tomáš Dvořák • ISRC: CZZZZ2300789 • UPC: 8595000453678*

**22**
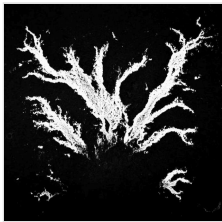


### Culpa Qui Officia

INSTALLATIONS

A biofeedback installation using heart rate and breathing patterns to generate unique sonic compositions for each visitor.

*Year: 2024 • Location: Linz, Austria • Role: Sound artist, interaction designer, biofeedback specialist • Technology: Heart rate sensors, breathing monitors, biofeedback systems, real-time audio synthesis • Collaborators: Biofeedback researcher Dr. Anna Schmidt, Interface designer Klaus Weber • Client: Ars Electronica Center • Commissioned by: Ars Electronica*
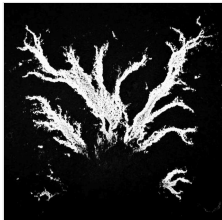
**21**
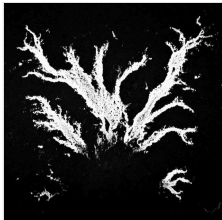


### Proident Sunt

LIVE ACTS

A durational performance piece exploring sustained tones and gradual transformations, performed continuously over six hours.

*Year: 2020 • Location: New York, USA • Role: Performer, composer • Technology: Synthesizers, tape loops, processing, long-duration performance techniques • Commissioned by: Roulette Intermedium*

### 20

**Occaecat Cupidatat**

RELEASES

A genre-defying album combining elements of jazz, breakbeat, and musique concrète, created through extensive tape manipulation and sampling.

*Year: 2021 • Location: Budapest, Hungary • Role: Composer, producer, mixing engineer • Technology: Ableton Live, tape machines, Eurorack modular, field recordings • Collaborators: Saxophone: Márton Fenyvesi, Double bass: Péter Oláh • ISRC: HUCP32100001 • UPC: 5998145710129 • ISWC: T-923.456.789-0*

### 19
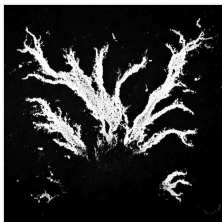
**Pariatur Excepteur**

INSTALLATIONS

An outdoor sound sculpture responding to weather conditions, translating wind speed, temperature, and humidity into evolving sonic patterns.

*Year: 2023 • Location: Helsinki, Finland • Role: Sound artist, sculptor, software developer • Technology: Weather sensors, Arduino, solar power, weatherproof speakers, generative algorithms • Collaborators: Sculptor Mika Taanila, Engineer Laura Virtanen • Client: City of Helsinki • Commissioned by: Helsinki Art Museum*

### 18
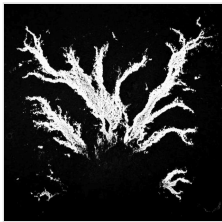
**Fugiat Nulla**

LIVE ACTS

A club-oriented live set blending techno rhythms with experimental sound design, featuring custom-built hardware controllers.

*Year: 2022 • Location: Rotterdam, Netherlands • Role: Performer, DJ, live electronics • Technology: Custom MIDI controllers, Ableton Live, modular synthesizers, effects processing • Commissioned by: WORM Rotterdam*

### 17
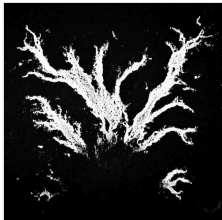
**Cillum Dolore**

RELEASES

A dark ambient release inspired by arctic landscapes, featuring processed hydrophone recordings and subterranean drones.

*Year: 2021 • Location: Tromsø, Norway • Role: Composer, field recordist, sound designer • Technology: Hydrophone recordings, underwater audio, drone synthesis, convolution processing • ISRC: NOZZ42100890 • UPC: 7033662012345*

**16**
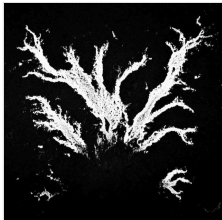
### Voluptate Velit

INSTALLATIONS

A light and sound installation using laser projections and synthesized tones to create immersive geometric audiovisual patterns.

*Year: 2024 • Location: Vienna, Austria • Role: Sound artist, audiovisual composer • Technology: Laser systems, spatial audio, generative algorithms, real-time synthesis • Collaborators: Laser artist Stefan Gruber, Software engineer Anna Kovács • Client: City of Vienna Cultural Department • Commissioned by: Kunsthalle Wien*

---

**14**
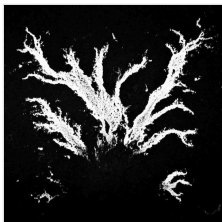
### Duis Aute Irure

COLLABS, RELEASES

A collaborative split release with electronic producer Alex Kim, juxtaposing digital glitch aesthetics with warm analog tape textures.

*Year: 2022 • Location: Toronto, Canada • Role: Co-producer, composer (Side A) • Technology: Digital processing, glitch techniques, analog tape, synthesis • Collaborators: Alex Kim (Side B composer/producer) • ISRC: CARC42200567 • UPC: 6280399120345*

---

**13**
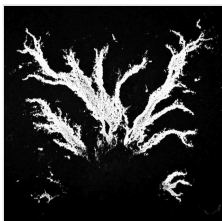
### Commodo Consequat

INSTALLATIONS

A participatory sound installation where audience members collectively shape the sonic output through networked mobile devices and sensors.

*Year: 2023 • Location: Seoul, South Korea • Role: Sound artist, interaction designer, software developer • Technology: Mobile app, WebSockets, Node.js, multi-channel audio, collective interaction design • Collaborators: App developer Min-jun Kim, UX designer Hye-jin Park • Client: Seoul Metropolitan Government • Commissioned by: Seoul Museum of Art*

---
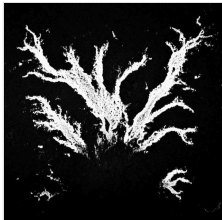
**12**
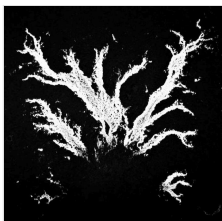
### Aliquip Ex Ea

LIVE ACTS

An experimental live performance exploring the boundaries of feedback and noise, pushing audio equipment to its physical limits.

*Year: 2021 • Location: Krakow, Poland • Role: Performer, sound artist • Technology: No-input mixing board, contact microphones, distortion pedals, feedback systems • Commissioned by: Unsound Festival*
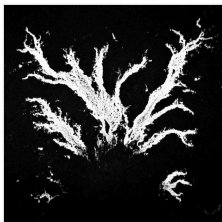
---

**11**



### Laboris Nisi

RELEASES

A full-length album merging industrial soundscapes with melodic drone, exploring the sonic landscape of abandoned factories and machinery.

*Year: 2020 • Location: Detroit, USA • Role: Composer, producer, field recordist • Technology: Field recordings, analog synthesis, Max/MSP, tape loops • ISRC: USRC12000234 • UPC: 4567891230456*

---

**10**



### Exercitation Ullamco

INSTALLATIONS

A large-scale outdoor sound installation using environmental sensors to transform urban data into constantly evolving musical compositions.

*Year: 2022 • Location: Amsterdam, Netherlands • Role: Sound artist, installation designer, software developer • Technology: Arduino, Pure Data, environmental sensors, multi-channel audio, custom algorithms • Collaborators: Interaction designer Sophie van Dijk, Architect Lars Nielsen • Client: City of Amsterdam • Commissioned by: Amsterdam Light Festival*

---

**9**
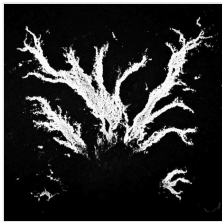


### Quis Nostrud

LIVE ACTS

A high-energy performance combining hardware synthesizers and live percussion, featuring improvisational elements and dynamic audio processing.

*Year: 2023 • Location: Barcelona, Spain • Role: Performer, composer, live electronics • Technology: Hardware synthesizers (Moog, Elektron), live percussion, effects processing, looping • Collaborators: Percussionist Carla Rius • Commissioned by: Sónar Festival*

---

**8**
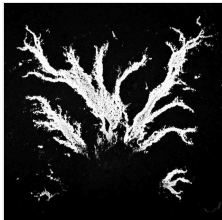


### Minim Veniam

RELEASES

A minimalist release focusing on micro-sound and silence, exploring the subtle textures found in barely audible sonic phenomena.

*Year: 2022 • Location: Oslo, Norway • Role: Composer, sound designer, field recordist • Technology: High-resolution field recording, micro-sound processing, spectral editing • ISRC: NOZZ42200678 • UPC: 7033662023451*

---

7



### Magna Aliqua

INSTALLATIONS

A site-specific sound installation investigating acoustic properties of architectural spaces through resonant frequencies and feedback systems.

*Year: 2024 • Location: Paris, France • Role: Sound artist, composer, installation artist • Technology: Generative algorithms, multi-channel sound system, acoustic sensors, feedback loops • Collaborators: Architect Marie Dubois, Acoustic engineer Thomas Bernard • Client: French Ministry of Culture • Commissioned by: Palais de Tokyo*

6
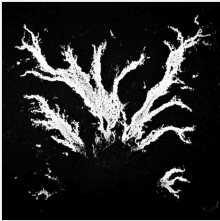


### Labore Et Dolore

LIVE ACTS

An intense live coding performance utilizing algorithmic composition and machine learning to create unpredictable sonic landscapes in real-time.

*Year: 2024 • Location: Montreal, Canada • Role: Live coder, performer, composer • Technology: TidalCycles, SuperCollider, machine learning models, live coding • Collaborators: Visual artist Clara Martinez (live visuals) • Commissioned by: MUTEK Festival*

4
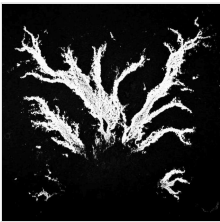


### Adipiscing Elit

INSTALLATIONS

An immersive multichannel sound installation examining the relationship between organic and synthetic sounds through algorithmic composition.

*Year: 2023 • Location: Tokyo, Japan • Role: Sound artist, composer, software developer • Technology: SuperCollider, 24-channel sound system, custom algorithms, generative audio • Collaborators: Visual artist Yuki Tanaka, Software engineer Kenji Sato • Client: Mori Building Company • Commissioned by: Mori Art Museum*

3



### Consectetur

RELEASES

An experimental EP exploring the intersection of ambient textures and rhythmic structures, recorded entirely using field recordings and analog synthesis.

*Year: 2023 • Location: Reykjavik, Iceland • Role: Composer, producer, field recordist • Technology: Field recordings, analog synthesizers, tape manipulation, granular processing • ISRC: ISISK2300456 • UPC: 5060899820945*

**2**
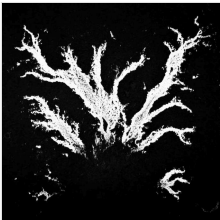


### Dolor Sit

LIVE ACTS

A live audiovisual performance merging modular synthesis with generative visuals, creating an evolving soundscape that responds to real-time data.

*Year: 2024 • Location: Paris, France • Role: Composer, producer, sound designer • Technology: Ableton Live, Max/MSP, modular synthesizers • Collaborators: Visual artist Sarah Johnson • Commissioned by: Paris Electronic Music Festival • ISRC: USRC17607839 • UPC: 123456789012*

---

**1**
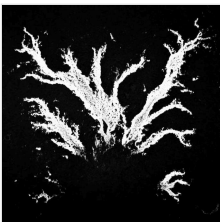


### Lorem Ipsum

INSTALLATIONS

An immersive spatial audio installation exploring the boundaries between physical space and sonic environments through real-time algorithmic processing.

*Year: 2024 • Location: Paris, France • Role: Composer, producer, sound designer • Technology: Ableton Live, Max/MSP, modular synthesizers • Collaborators: Visual artist Sarah Johnson • Commissioned by: Paris Electronic Music Festival • ISRC: USRC17607839 • UPC: 123456789012*