

# James P. Keary

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Portfolio at [www.jameskeary.com](http://www.jameskeary.com)

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## EDUCATION

**New York University, Steinhardt, Masters in Music Technology**, Dec 2013, GPA 3.43

*Coursework:* Digital Audio Processing, Digital Signal Theory, Audio Codec Design, Electronics by Computer Simulation, 3D Audio, Advanced Musical Acoustics, Advanced Audio Production, C Programming for Music Technology, Java Music Systems

**Oberlin College**, Oberlin, OH, *Bachelor of Arts*, 2006

## EMPLOYMENT

**Graduate Research Assistant, Sound Designer, Medical Imaging Sonification Project, NYU Steinhardt**, Feb 2013 - Current

- Sponsored by the NYU-Health and Hospitals Corporation (HHC) Clinical and Translational Science Institute (CTSI), the goal of this research project is to explore sonically the vast data sets yielded from medical imaging technologies such as PET scans, to aid in diagnosing diseases such as Alzheimer's. My chief task involved designing the audio from these complex data sets, using algorithmic composition, computer programming, digital signal processing, psychoacoustics, and 3D audio principles.

**Live Sound Engineer, Complete Music Studios, Brooklyn, NY**, 2010 – 2011

- Soundboard engineer running live sound and sound reinforcement for Top 40 performing artists' rehearsals.

**The New-York Historical Society, Museum Education Department**, 2006 – 2010

**School Programs Associate**, 2007 - 2010

- My primary duty was that of database administration: managing the online database, calendar and booking system for all school tours, teacher workshops, and education events. While there, I assisted in a complete overhaul and reorganization of this multifaceted computer system.
- Provided training and technical support to all system users: teachers, educators, and staff members.
- Managed department's high school and college interns.

**Floor Manager and School Group Educator**, 2006 – 2007

- Supervised the scheduling and training of educators. Acted as department liaison to public groups.
- Developed and led student tours and programs for critically acclaimed exhibitions; *New York Divided* (2006-07), *Grant and Lee in War and Peace* (2008-09), and *Lincoln in New York* (2009-10).

## SKILLS

- **Programming Languages:** MATLAB, C, Java, HTML, CSS, JavaScript, Csound, SuperCollider, Pure Data, MIDI, OSC, Unreal Script, Wire, JSyn API, JMSL API, Web Audio API
- **Software:** Logic Pro, Ableton Live, Pro Tools, Audacity, Reaper, FMod, Finale, Sibelius, Unreal Development Kit, Final Cut Studio
- **Live Sound, Post Production and Audio Engineering:** Yamaha, SSL, API consoles, outboard gear, sound reinforcement acoustics, stereo and surround mixing hardware and software, modular synthesis
- **Performer, musician, songwriter, composer, arranger and orchestrator for TV/video**, see portfolio

## PUBLICATIONS AND CONFERENCE PRESENTATIONS

- *Sonification Method To Enhance the Diagnosis of Dementia*, K. Friedman, J. Keary, H. Mohanraj, A. Roginska, International Conference on Auditory Display (ICAD) 2014 New York University Steinhardt, NY, NY, June 2014. Publication and Conference Presentation.
- *A New Technique for Capturing True Coincidence in Ambisonic Microphone Arrays*, Masters Thesis, New York University Steinhardt, NY, NY, January 2014.

*References available upon request*