Kelly Michael Fox

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Summary

Composer, Multimedia Artist and Programmer specializing in semi-autonomous and event-based sound installations and musical compositions.

Education

2015–2019   **Doctor of Philosophy in Electronic Arts**, Rensselaer Polytechnic Institute, Troy, NY

2013–2015   **Master of Fine Arts in Electronic Arts**, Rensselaer Polytechnic Institute, Troy, NY

Thesis: Actor-Network Music: A Paradigm for Distributed, Networked Music Composition — Advisor: Michael Century

Concentrations: Electronic/Computer Music, Stochastic and Procedural Generative Systems for Sound & Visuals

2010–2012   **Bachelor of Arts in Music Composition**, Eastern Washington University, Cheney, WA — *graduated cum laude*

Concentrations: Algorithmic Composition, Digital Performative Systems

Dr. Jonathan Middleton (Primary Advisor)
Composition, Music Theory, Counterpoint, Schenkerian Analysis, Orchestration, Soundspaces: Instrument Design and Construction, Film Scoring, Algorithmic and Spectral Composition, Data Sonification, Contemporary Scoring and Notation

Ben Robertson
Composition, Soundspaces: Instrument Design and Construction, Audio Engineering and Live Sound, Digital Performative Systems and Interfaces

Don Goodwin
Composition, Music Theory, Analysis Techniques, Pitch Class Set Theory, Band Arranging, Songwriting Seminar

Current Projects

Jun 2015– Present	**Opera2**, Distributed and localized mobile app for open ensemble performances of generative operas.
Jun 2015– Present	**Opera3**, Fixed media performances of generative musical and textual material, remixed in realtime as part of audio/video installation.
Nov 2014– Present	**AMPL: Another Music Programming Language**, Proprietary music synthesis library and scripting language for high level musical structures in my iOS and Android music work.

Professional Experience

Oct–Nov 2014	**Audio/Video Documentation Editor**, Center for Deep Listening, Rensselaer Polytechnic Institute, Troy, NY. Edited the audio and video documentation for the 2nd Annual Deep Listening Festival and Conference, at the Experimental Media and Performing Arts Center in Troy, NY.
July–Aug 2014	**Research Associate Intern**, Disney Research, Pittsburgh, PA. Worked in the Disney Research lab on media and engineering technology research.
Oct 2013– May 2015	**Front of House/Artist Services**, Experimental Media and Performing Arts Center @ Rensselaer Polytechnic Institute, Troy, NY

Programming & Technical Projects

2013	**Rensselaer Orchestra**. Live electronics system developed for performance of "Four Meditations for Orchestra: III. Interdependence," comp. by Pauline Oliveros. Concert Hall at Curtis R. Priem Experimental Media and Performing Arts Center, Rensselaer Polytechnic Institute, Troy, NY. November 23.
2012	**WordChimes Group**. Sound designer for "WordChimes: Text Based Musical Composition." The project was in support of the One Laptop Per Child initiative. Spring 2012.

Selected Presentations

2016	"Autonomy, Control, and Notation in Interactive Music." Paper Presentation, Tenor: International Conference on Technologies for Music Notation and Representation, Cambridge, United Kingdom. May 27-29.

2015	"Accretion: Flexible, Networked Animated Music Notation for Orchestra With the Raspberry Pi." Poster Presentation, Tenor: International Conference on Technologies for Music Notation and Representation, Paris, France. May 28-30.

Selected Talks and Panels

2015	"Art, Science, and the Empirical Artist." Panel discussion. A4 Contemporary Arts Center, Chengdu, Sichuan, China. June 20.
	"Notation and Compositional Methods." Panel discussion. Chapin Hall, Williams College, Williamstown, MA. April 18.
2014	"Sonification and Data in Generative Systems." Lecture/Presentation. *Comm 6960: Interactive Media Design*. Rensselaer Polytechnic Institute, Troy, NY. May.
2013	"Electro-Acoustic Music and Autonomous Musical Systems." Lecture/Presentation. *Arts 4410: Deep Listening*. Rensselaer Polytechnic Institute, Troy, NY. October.
	"Granular Synthesis and Artificial Life in Music Composition." Lecture/Presentation. *Arts 4961: Advanced Computer Music*. Rensselaer Polytechnic Institute, Troy, NY. November.
2012	"Digital Instrumental Modeling and the Ondes Martenot." Undergraduate Thesis Paper and Project. Eastern Washington University, Cheney, WA. December.
	"Instrument Design and Modeling Within Audio Programming Environments." Poster Presentation, Student Research and Creative Work Symposium, Eastern Washington University, Cheney, WA. May.
2011	"PRTC: Portable Real-Time Convolution System." Interactive Lecture/Presentation, Eastern Washington University, Cheney, WA. March.

Selected Performances/Works Exhibited

2015	**Banpo International Art Zone**, Dark Matters Exhibition, Xi'an, Shaanxi, China. "Algorithmic Menagerie" (for algorithmic sound and interactive graphical projection). Collaboration with Raven Kwok. September 21 - December 21.
	A4 Contemporary Arts Center, Absolute Infinite Game Exhibition, Chengdu, Sichuan, China. "Algorithmic Menagerie" (for algorithmic sound and interactive graphical projection). Collaboration with Raven Kwok. June 20 - September 20.

Experimental Media and Performing Arts Center, Rensselaer Polytechnic Institute, Troy, NY. "Accretion." Musical Composition written for orchestra with real-time animated notation scoring. November 22.

Williams College, Williamstown, MA. "Opera1." Collaboration with Ryan Ross Smith. April 18.

Experimental Media and Performing Arts Center, Rensselaer Polytechnic Institute, Troy, NY. "Opera1." Collaboration with Ryan Ross Smith. April 17.

Experimental Media and Performing Arts Center, Rensselaer Polytechnic Institute, Troy, NY. "Parallel." Collaboration with Raven Kwok. Culmination of MFA Thesis study which emphasizes generative, realtime, distributed, and massively scalable music composition for custom mobile device app designed and programmed by artists. March 5-7.

2014   **On the Boards**, Seattle, WA. "Crazed." Contributed original music and sound design for devised piece created by and for Seattle theatre group The Horse in Motion. November 23.

Experimental Media and Performing Arts Center, Rensselaer Polytechnic Institute, Troy, NY. "Accretion." Musical Composition written for orchestra with real-time animated notation scoring. November 22.

Experimental Media and Performing Arts Center, Rensselaer Polytechnic Institute, Troy, NY. "Algorithmic Menagerie" (for algorithmic sound and interactive graphical projection). Collaboration with Raven Kwok. March 27-29.

2013   **Arts Graduate Student Exhibition**, Rensselaer Polytechnic Institute, Troy, NY. "Charivari" (for multi-channel computer realized sound installation). December 6th.

2012   **Gallery 1412**, Seattle, WA. "(subtitle)" (for custom synthesizer and feedback system). May.

Residencies

2015   **EMPAC**, Rensselaer Polytechnic Institute, Troy, NY. July 6–18.

Curation

Nov 2014–
May 2015   **Sonic Stasis**, The Arts Center of the Capitol Region, Troy, NY. Co-curation of a call for works as part of the Bookmarks Reading Series. The event presents sonic expressions of personal experience while de-emphasizing the textual approach of literary memoir.

Skills

Software	Unity3D, Logic Pro, Protools, Xcode, Eclipse, Git, Final Cut Pro, Adobe Premiere, Weka
Programming Languages	Java, C/C++, Objective-C, C#, Python, Ruby, Processing, R, SQL, Matlab, Mathematica, Supercollider, Max/MSP, PureData, ChucK, Tidal, Javascript, Node.js, PHP, HTML5, CSS, AppleScript, GLSL, LaTeX
Frameworks	OpenFrameworks, Cinder, Cocoa, Cocoa Touch, OpenGL (3+ and ES 2+), WebGL, Express.js, Angular.js, Bootstrap, Ruby on Rails, Django