

Eduard Tampu

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Sound Designer, Musician and New Media Artist

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RELEVANT EXPERIENCE, PARTECIPATIONS AND EXHIBITIONS

Research Assistant | Aalto University 2023

Helsinki, FI | November 2023 - ongoing

The Department of Art and Media conducts research and artistic activities across a broad range of subjects and themes. These include art education, contemporary art, curating, game design, new media, photography, visual communication design and visual culture.

My contribution in the department of Art and Media, focuses on the Audio\Video assistance for teaching, events and maintainance purposes.

Research Visit | Centre for Urban Network Evolutions 2023

Aarhus, DK | September 2023 - November 2023

UrbNet is groundbreaking archaeological research initiative exploring the evolution of urbanism and urban networks from the Hellenistic Period to the Middle Ages. The center is based at Aarhus University, School of Culture and Society.

Project MINERVA developed the first and most detailed digital model of all roads of the Roman Empire. The brought contribution has seen the production of a sonification approach to the road network of the Roman Empire through the use of graph theory for the pre-processing of the data and the design of custom scripts implemented in Max/MSP for the sonic representation.

Conference | International Conference on AI and Music 2023

Sussex, GB | September 2023

The Conference on AI and Music Creativity is an annual conference bringing together a community working on the application of AI in music practice. Held at The University of Sussex, hosted by Emute Lab and Intelligent Instruments Lab.

The presented paper is titled 'Deep Learning with Audio: An Explorative Syllabus for Music Composition and Production' in collaboration with Koray Tahiroğlu, Shenran Wang and Jackie Lin. My contribution was a composition: 'Noise to Noise', in which was explored the life-cycle of an AI system through samples generated using GANSpaceSynth: a hybrid architecture for audio synthesis with deep neural networks.

Exhibition | Sónar+D Project Area 2023

Barcelona, ES | 15-17 June 2023

Sónar is a pioneering European festival, been championing electronic music and digital culture since its first edition in 1994. The Sónar+D Project Area features and showcases groundbreaking, innovative music technology, from apps and tech to instruments and gadgets.

The project presented was titled 'The Hidden Harmony', a digital synesthetic system that let the user explore the auditory dimension of a painting/image. Born as an installation concept realized inside Max/MSP, became a creative tool: a Max4Live device that works inside Ableton Live.

PRODUCTIONS AND SIDE PROJECTS

Audio Composer and Sound Designer | Näytös23

Helsinki, FI | February - May 2023

At Näytös23, part of Helsinki Fashion week, I crafted an immersive auditory experience for Aalto University's graduating fashion students.

- Original Music Composition
- Live Performance
- Collaborative Production

Sound and Technical Specialist | ÄäniaaltoVII

Helsinki, FI | April - September 2023

ÄÄNIAALTO, is an annual New Media festival, organized by the Department of Art and Media at Aalto University. In 2023, the festival unfolded across two venues: Vapaan Taiteen Tila and Oodi Majansali.

- Artist Liaison & Technical Support
- Equipment Procurement and Logistics
- On-Site Technical Coordination

Graphic Design and Video Editing | Joe D. Palma

Padova, IT | September 2022 - ongoing

Joe D. Palma is a Pop Rock band originating from Padova, Italy, established in 2016. My involvement with the band has centered around their project 'Collezione Privata - Lato A,' the first part of a two-sided album released in collaboration with 'Granchia Dischi.'

- Concept and Idealization
- Graphic Design with 3D modeling tools
- Video Editing

EDUCATION

MA Sound in New Media | Aalto University

Helsinki, FI | August 2022 - ongoing

BA Classical Saxophone | Conservatory of Music "C. Pollini"

Padova, IT | September 2017 - October 2020

GENERAL SKILLS

Sound Design • Audio Production • Audio Engineering • Live Performance • Visual Design • Graphic Design • Video Production • Photography • Artistic Direction • AV Equipment Management • Stage Technical Coordination • Programming • Electronics

LANGUAGES

Italian (C2) • English (C1) • Romanian (A2) • Spanish (A2)

TECHNICAL SKILLS

Sound Related

Ableton Live • Max/MSP • PureData • Reaper • Audio Recording related skills • Bela Board

Creative Environments and Related

TouchDesigner • Resolume Arena • NDI • Cinema4D • Suite Adobe • Processing

Coding

JavaScript • Python • CSS • HTML

Operating systems

MacOS • Windows • Linux (Ubuntu)