

Eduard Tampu

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Composer, Musician and New Media Artist

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RELEVANT EXPERIENCE, PARTICIPATIONS AND EXHIBITIONS

Research Assistant (MA Thesis Worker) | Aalto Acoustics Lab 2024

Helsinki, FI | April 2024 – December 2024

The Acoustics Lab involves different fields of research, with a focus on audio processing and spatial sound technologies.

I was responsible for conducting an Artistic Research on Active Acoustics Enhancement systems by the department of Acoustic Engineering. I aimed to investigate the use of Active Acoustics Enhancement in electroacoustic music by shaping different perceived acoustics, to investigate the influence of space on the compositional and performative aspects. The research brought me to the realisation and performance of a piece titled Paradosso. Moreover, I had to face technical integrations such as the development of a Max4Live for the use of Active Acoustics and the integration of the system by setting up the signal paths through AVB.

Research Assistant | Aalto University 2023 – 2024

Helsinki, FI | November 2023 – October 2024

The Department of Art and Media conducts research and artistic activities across a broad range of subjects and themes.

My contribution at the department of Art and Media focused on the A/V assistance for events, teaching and maintenance purposes. In December 2023 I helped organize the Winter Demoday, the department's bi-annual showcase of projects. In August – September 2024, I was involved with the Aalto Summer School, organizing technical requirements and helping students with their installations. I was also involved with the installation setup as part of the Helsinki Design Week. Other tasks include designing and implementing multichannel audio systems for immersive virtual environments and managing technical requirements for student workspaces.

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.

I was invited to collaborate as an artist on Project MINERVA: the first and most detailed digital model of all roads of the Roman Empire. As part of the project, I developed a data-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. I also realised the music for the animation that tells the story of the roman road network displayed at the Museum of Ancient Art and Archeology.

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. It is hosted by Emute lab and Intelligent Instruments Lab and takes place at the University of Sussex.

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 I 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 showcases groundbreaking, innovative music technology, from apps and tech to instruments and gadgets.

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

WORKS AND PRODUCTIONS

Composer and Performer | Persi nel Tempo

Foggia, IT | April 2024

During the Erasmus+ project "Sonic Explorations" I had the chance to compose a piece for 6 saxophones and live electronics, performed by me (live electronics) and by the saxophone ensemble of the Conservatory of music "Umberto Giordano".

- Original music composition
- Live performance

Composer and Sound Designer | The Sound Memory of the Ruff

Helsinki, FI | September - December 2023

A video installation by Tiina Majabacka that explores the sensory experience of a Victorian ruffle collar, especially the sounds. The installation has been exhibited in Laikku's Studio, Tampere and Galleria Huuto, Helsinki.

- Original music composition
- Foley
- Mixing and mastering

Composer and Performer | 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 Majajansali.

- Artist liaison & technical support
- Equipment procurement and logistics
- On-site technical coordination

EDUCATION

MA Sound in New Media | Aalto University

Helsinki, FI | August 2022 - January 2025

GPA 4.71/5

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

Padova, IT | September 2017 - October 2020

Graduated with 110 cum laude/110

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

Languages

Italian (native) • English

TECHNICAL SKILLS

Main Audio Related

Ableton Live • Max/MSP • PureData • Reaper

Creative Environments and Related

TouchDesigner • Resolume Arena • Cinema4D • Suite Adobe • Processing