Walker Davis
Los Angeles, CA
walkerdavismusic@gmail.com
walkerbeats.com

Education
- **Stanford University, CCRMA**   September 2016 to June 2017
  Master of Arts in Music, Science, and Technology: GPA 3.811
    - Studies in Spatial Audio, Audio Programming, Digital Signal Processing, Psychoacoustics, Physical and Digital Design, Electronics Sound Recording, and Mixing

- **University of California, Irvine**   September 2007 to June 2011
  Bachelors of Music, Emphasis in Jazz Saxophone: GPA 3.630
    - Studies in Instrumental Performance, Improvisation, Composition, Western Music Theory and History, and Ethnomusicology

Work History
- **UCI COSMOS Summer Program**   Irvine, CA
  Audio Programming and Recording Instructor/TA   July 2017 to August 2017
    - Presented lectures and held lab sessions teaching students how to use Swift, Xcode, Audacity, and GitHub
    - Helped students record and process field recordings for sound spatialization in their iOS apps

- **Beethoven Boy Productions**   Los Angeles, CA
  Recording and Mixing Engineer, Producer, Instrumentalist   July 2011 to September 2016
    - Recorded, mixed, and produced music for clients and myself
    - Taught individual private instruction and held group classes in music production, theory, and instrumental technique

- **Perch, Citrus LLC**   Los Angeles, CA
  Server   February 2012 to October 2014
    - Delivered personal service at an upscale, high-volume rooftop restaurant/bar while maintaining company-wide high food/liquor sales and gratuity percentages

- **Private Lessons and Tutoring**   California
  Self-Employed Instructor   December 2010 to Present
    - Taught lessons to individual students in saxophone, keyboard, music production
    - Tutored students of all levels in music theory, harmony, history, and other various classes

Software Experience
- Pro Tools 12, Logic Pro X, Ableton 9 Suite, Maschine 2
- Native Instruments, Universal Audio, iZotope, Arturia, Waves
- Swift, Xcode, C++, JUCE, Faust, Python Matlab, Arduino
- Unity 3D, Wwise, Max MSP, Sibelius, PsychoPy
- Microsoft Office, Adobe Illustrator, Figma Visual Designer, MagicaVoxel

Instruments
- Soprano and Tenor Saxophones, Bass Clarinet
- Keyboards, Synthesizers, Piano, Samplers/Digital Audio Workstations

Performance and Recording History

- **Walker Davis**
  Electronic Music   YIKES EP, released August 2017(on Apple Music and Spotify)
  walkerbeats.com
  Composer/Improvisor   Saxophone(s) with Live Processing via Guitar Effects Pedals
  Cello with Live Processing via Ableton Live and Maschine
  Acoustic and Electric Jazz Ensembles
- **Davide Tiso**
  Guitarist for Karyn Crisis, Sony   Saxophones, Synthesizers, Effects Processing
- **Martin Jaroszewicz**
  Ph.D., U.C.Riverside   Tenor Saxophone in *Le Phare du bout du monde*
- **Jesse Green**
  M.A. in I.C.I.T., U.C.I.   Soprano Saxophone Soloist in Graduate Thesis, *Parallax*
- **Isshin Oikawa**
  M.A. in I.C.I.T., U.C.I.   Featured Tenor Saxophone in Graduate Thesis
- **UC Irvine Opera Hansel and Gretel, 2010**
  UC Irvine Symphony   Bass Clarinet
- **Gangplans**
  soundcloud.com/gangplans   Saxophone and Synthesizer
- **Johnny Polansky**
  Guitarist of Puscifer(Tool) and ZavalaZ(The Mars Volta)   Saxophone for Live Shows
- **Blacks&**
  blacksandmusic.bandcamp.com   Keyboard and Synthesizer for Live Shows

Projects

- **Music Creation VST's and Auditory Experiences**
  Stanford M256A: Music, Computing, and Design: Computer Music
    Designed and developed applications and VST/AU plug-ins using C++, Faust, and JUCE.
    - Additive Scrambler: A monophonic additive synthesizer that allows the user to specify the number of upper harmonics and then randomly generate the frequency of each harmonic relative to the fundamental.
    - Phaust Phatness: A 'phat' monophonic synthesizer that is composed of three triangle wave oscillators and a lowpass resonant filter.
    - HeavenLive 3.0: An auditory visualizer that places the user on top of a geometric sphere in his or her own solar system. Rings of certain planets react to the amplitude of the incoming audio. Built using openFrameworks.
    - RainbOverdrive: An audio effects plug-in that process incoming audio with multiple overdrives and resonant lowpass filters.

- **Video Game Design for Educational/Neural Training**
  Stanford M257: Neuroplasticity and Musical Gaming
    Developed games to improve a particular skill or neural map of the user.
    - Sonic Pong: A version of Pong aimed to increase the players' sensitivity to pitch and sound-source localization using a modulating sine tone, frequency-masking music, and stereo panning.
    - Pitch Parrot: A version of Flappy Bird designed to teach and improve users' sight-singing and ear-training. The user navigates barriers by changing the pitch of their voice, ultimately learning, practicing, and internalizing different intervals.

- **Longterm Absolute Pitch Retention in Music with and without Vocals**
  Stanford M251: Psychoacoustics and Music Cognition

Designed and conducted a psychoacoustics experiment using PsychoPy and Matlab to determine the accuracy at which Absolute Pitch Information is retained by groups of people that do and do not have Perfect Pitch.

- **Semi-Simple Sonata Form: Milton Babbitt Analysis**
UC Irvine M131: Post-Tonal Theory
A research paper about Milton Babbitt's 1956 *Semi-Simple Variations*. When examined at the global, upper vs lower voice, and SATB levels, serial analysis suggests that this piece adheres a Sonata form, not a Theme and Variations form.

- **Sonic Paintbrush with Stanford MFA Joe Ferriso**
Stanford M250A: Physical Interaction Design for Music
Developed a 'paintbrush' that analyzed colors and generated auditory textures based existing (dry) art works. I developed the Max/MSP and Arduino, along with the placement and wiring of RGB, pressure, and bend sensors.

- **Vinyl Blossom Album Art Concept**
Stanford M236: Future Media, Media Archeologies
Built a flower sculpture out of vinyl jackets and sleeves using an Epilog Helix Laser Cutter. Over the course of one side of the vinyl played at 33rpm, sewing needles set in the record's grooves were pulled concentrically inward, causing the paper flower to blossom.

- **Turtle Beach/DTS Market Analysis Project**
Stanford M152A: Careers in Media Technology
Conducted user research and design analysis of the Turtle Beach i60 Gaming Headset and sponsored DTS iOS apps. Presented the CTO with potential updates, next generation ideas, and future use cases.

- **Tegan and Sara Foundation Marketing Campaign**
Stanford M150P: Changing World of Popular Music
Designed a marketing campaign for the Tegan and Sara Foundation that consisted of tiered membership/community system, targeted Pandora ads, and a themed Goldenvoice festival outline.

References

- **Martin Jaroszewicz**
Professor, Program Coordinator of UCI COSMOS in Audio Programming
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- **Jesse Green**
Lead Engineer/Producer: Beethoven Boy Productions
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- **Chris Chafe**
Director of CCRMA, Stanford University
cc@ccrma.stanford.edu   (650) 723-4971 ext. 305

- **Kei Akagi**
Head of UC Irvine Jazz Music Department
kakagi@uci.edu   (949) 824-2171

- **Jay Kadis**
Recording/Mixing Instructor at CCRMA, Stanford University
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