

Michael T. Chinen

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Education

- Fulbright Scholar, Audio Communications, TU Berlin** **2009-2010**
Concentration: Sonification of Programs
- M.A. in Electro-Acoustic Music, Dartmouth College** **September 2007 - 2009**
Concentration: Software Design as Music
- Research Student, Tokyo Denki University** **March 2006 - 2007**
Concentration: Sound analysis synthesis research at Sound Media Representation Lab
- B.S. in Computer Science, University of Washington** **December 2005**
Concentration: Analysis/synthesis and Computer music with Juan Pampin
- B.M. in Composition, University of Washington** **December 2005**
Composition: Advisor: Richard Karpen

Professional Experience

- Programmer, Roughsoft, LLC** **2010-Present**
Audio/Media-processing web services, iOS applications
- Voice Conversion and Effects Processing Research Intern, Dolby** **Summer 2009**
Real-time dsp/voice processing and system integration for video games
- Developer for Audacity (Team Member)** **May 2008 – Present**
Added an on-demand multithreaded system to import files for immediate editing
- Programming Lead, Beat Inc, Tokyo (Now: IMJ)** **June 2006 – August 2007**
Interfaced hardware for cell phone eTicket system with IC/RFID, and QR Codes
- Audio Engineer (Intern) Microsoft Corp, Seattle** **June - September 2005**
DSP for dynamic song recommendation, music similarity measures
- Sound Designer, Zombie Studios, Seattle** **August 2003 - May 2004**
Edited, recorded, and placed sounds in XBOX/PC Game, *Red Mercury*
- Programmer, Department Genome Sciences, U of W, Seattle** **May 2002 - 2003**
Java Programmer for multiple alignment of DNA sequences tool
- Programmer (Intern,) Adobe Systems Inc.** **June 2001 – September 2001**
Perl/C++ programmer for InDesign desktop publishing software

Software and Programming Languages

Professional experience with C, C++, Objective-C, C#, Java, PHP, PERL, sh
Most-used APIs: Audacity, FFmpeg, wxWidgets, CoreAudio, PortAudio, OpenGL
Other Technologies: EC2, SQL, Apache, Web Services, ASPX, Wordpress
“Voicer”, iPhone/iOS App Store, 2012
“Algorythmic Sorting”, Algorythmics, 2010
“Genesynth”, Open-source software, Sourceforge.net, 2006
“CheckerWarz”, Charityware, Mac Addict 1997, CD-ROM

Recent Performances, Workshops, and Exhibitions

Linux Audio Conference, Dublin, Ireland, June 2011
Lstn
Sonification drive-by workshop, STEIM, Amsterdam, Netherlands, April 2011
Studio Loos, The Hague, Netherlands, April 2011
Sonifications 2
Madame Claude, Berlin, Germany, February 2010
Sonifications
General Public, Berlin, Germany, January 2010
Ubiquitous Oscillations (Cell phone audio/laser installation)
Unique States, BOUY, Kittery, ME, May 2009
Wind Dams
SEAMUS Conference 2009, Fort Wayne, IN, April 2009
Links
Composer Exchange, Hartford, Connecticut, March 2008
Remixes, for WiiRemote and Pop Songs
An Evening of Experimental and Electronic Musics, Hanover, NH, December 2007
Intermediate Composition
Territorio, Photography and Sound Installation, Collaboration with Catia Coias, Almada, Portugal, March – April 2007
Kyoto Intercollege Computer Music Concert, Kyoto, Japan, December 2006
Links, for Tape
Media Project, ZAIM, Yokohama, Japan, November 2006
Folk Implosion, for Tape

Compositions

Lstn (Sonifying Debugger Performance) (2011)
Hmph? (Sonifying Web Browser) (2010)
Tatsumi 48 (Software Performance) (2010) Dict (OS X Software Performance) (2009)
Deadlock (OS X Software Performance) (2009)
TreeMusic (2009)
Pressure Relief Valve, for WiiRemote and WiiMix Program (Chinen) (2008)
Intermediate Composition, for Tape (2007)
Beginning Composition, for Tape (2007)
Several Ideas, Allusively Reer, Edited by Another: The Game (2007)
Pas de Deux, for Tape, for Tape (2007)
Links, for Tape (2006)
Oto no Mori(soundforrest), Sound Installations for photo-sensors and quad (2006)
Folk Implosion, for Tape (2005)
Only This Darkenss, for Tape (2005)
Priority, for Tape (2005)
Days, for Tape (2004)
Wait, for Violin, Cello, and Clarinet, Flute, and Percussion (2004)
Several Ideas, Allusively Refer, Edited by Another, for Cello (2004)
this this, for Guitar (2003)
Rondo, for Piano, Cello, and Clarinet (2003)

Dance of the Bits, for Piano (2002)

Broken Tango Waltz, for Piano and Violin (2002)

Rainage, for Guitar (2002)