

Curriculum Vitae  
Michael T. Chinen

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## Education

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- 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

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- 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

## Honors, Grants, and Awards

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- 2009 Fulbright Research Grant in Germany  
2009 DAAD Grant in Germany (Declined)  
2008 Alumni Research Grant, Dartmouth College  
2007 ICMC Student Scholarship, Denmark  
2004-2005 CSE Departmental Scholarship, University of Washington

## Teaching Experience

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2009-10 Workshop presentations at Steim (Amsterdam), NK (Berlin).  
2008 Teaching Assistant, History of Music in the 20<sup>th</sup> Century, Dartmouth College  
2007 Teaching Assistant, Introduction to Composition of Electro-Acoustic Music,  
Dartmouth College  
2005 Teaching Assistant/Section Instructor for CSE143 Introductory Computer Science  
in Java, University of Washington

## Conferences and Presentations

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“Genesynth: Noise Band-Based Genetic Algorithm Analysis/Synthesis Framework”  
Oral Paper Presentation, ICMC, Copenhagen, Denmark, August 26, 2007

“Musical Applications for Genetic Algorithm Analysis Synthesis,” Paper Presentation,  
Acoustical Society of Japan (ASJ), Kanazawa, Japan, September 13-15, 2006

“A Genetic Algorithm Framework for Analysis/Synthesis,” Paper Presentation,  
SIGMUS 2006, Shikoku, Japan, August 8<sup>th</sup>, 2006

## Software and Programming Languages

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Professional in C, C++, C#, JAVA, and PERL Languages  
Skilled in SuperCollider, Oracle, iBatis, ASPX, SQL, LISP, Audio DSP, 3D Graphics,  
AI, Physics, Mac and Windows API  
Contributions to Audacity and FFmpeg  
“WiiMix”, Open-source software, eamusic.dartmouth.edu, 2007  
“Genesynth”, Open-source software, Sourceforge.net, 2006  
“CheckerWarz”, Charityware, Mac Addict 1997, CD-ROM

## Recent Performances and Exhibitions

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Unique States, BOUY, Kittery, ME, May 16, 2009  
*Wind Dams*

SEAMUS Conference 2009, Fort Wayne, IN, April 16, 2009  
*Links*

Composer Exchange, Hartford, Connecticut, March 3, 2008  
*Remixes, for WiiRemote and Pop Songs*

An Evening of Experimental and Electronic Musics, Hanover, New Hampshire,  
December 1, 2007  
*Intermediate Composition*

Media Project, ZAIM, Yokohama, Japan, July 22, 2007  
*Period Period, for WiiRemote, NoiseBand Synthesis, Core Audio and Quartz 2D*

Media Project, ZAIM, Yokohama, Japan, March 25<sup>th</sup>, 2007

*Several Ideas... for Cello, WiiRemote, Core Audio and Quartz 2D*  
Territorio, Photography and Sound Installation, Collaboration with Catia Coias,  
Almada, Portugal, March – April 2007  
Kyoto Intercollege Computer Music Concert, Kyoto, Japan, December 17<sup>th</sup>, 2006  
*Links, for Tape*  
Media Project,ZAIM, Yokohama, Japan, November 23<sup>rd</sup>, 2006  
*Folk Implosion, for Tape*  
Nishiki Festival, Tokyo Denki University, November 3<sup>rd</sup>, 2006  
*Oto no Mori(soundforrest)* Sound installation using genetic algorithm for Quad  
and four Photosensors, Tokyo Denki University Open Campus  
Composer's Workshop, Brechmin Auditorium, UW, Seattle, October 2004  
*thisthis, for classical guitar*

## Compositions

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*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)