

Curriculum Vitae
Michael T. Chinen

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Education

- Research Scholar, Audio Communications, TU Berlin** **2009-2010**
Concentration: Audible Ultrasonic Wavefields
- 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

- Voice Conversion and Effects Processing Research Intern, Dolby** **Summer 2009**
Real-time dsp/voice processing and system integration for video games
- Developer for Audacity** **May 2008 – Present**
Added an on-demand multithreaded system to import files for immediate editing
- Programming Lead, Beat Inc, Tokyo** **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
- Co-founder of Ares Interactive Seattle** **March 2002 – December 2003**
Laid the foundations for a growing web based video game company
- 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

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

Teaching Experience

2008 Teaching Assistant, History of Music in the 20th 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

“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 8th, 2006

Software and Programming Languages

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
“Redivider”, Interactive Audio Feedback Game, eamusic.dartmouth.edu, 2008
“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

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 25th, 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 17th, 2006
Links, for Tape
Media Project,ZAIM, Yokohama, Japan, November 23rd, 2006
Folk Implosion, for Tape
Nishiki Festival, Tokyo Denki University, November 3rd, 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

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)