

Christiaan Clark

COMPOSER AND AUDIO PROGRAMMER

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EDUCATION

- Sept. 2021* **PhD in Digital Composition**, University of California Riverside
Dissertation - *Gameplay as Discrete Form: Leveraging Procedural Audio for Greater Adaptability in Video Game Music*
- June 2018* **M.A. in Digital Composition**, University of California Riverside
Thesis – *Ionic Nylon and Sonitia: Training the Ears of Gamers*
- May 2015* **B.M. in Music Composition and Guitar Performance**, University of Delaware

TEACHING EXPERIENCE

- 2017 – 2020* **Teaching Assistant** – University of California, Riverside
- Led weekly office hours and discussion sections for both years of tonal harmony and ear training skills
 - Created relevant course material (i.e. harmonic and melodic dictations)
 - Helped modernize and develop the electronic music curriculum
- 2018 & 2020* **Instructor** – CALLA Lab (at the University of California, Riverside)
- Taught students over the age of 60 the basics of music theory
 - Applied their skills to produce basic compositions using GarageBand on iPads
- 2016* **Instructor** – Delaware Technical Community College
- Taught and created syllabi for a beginner guitar class and a blues guitar workshop
- 2012 – 2016* **Instructor** – UD Community Music School
- Private instruction of music theory, composition/songwriting, and all styles of guitar
 - Group instruction of music theory classes

PROFESSIONAL EXPERIENCE

- 2020 – 2021* **Video and Audio Producer** – University of California, Riverside
- Produced performance video and audio of the UCR Chamber Singers and UCR Jazz Ensemble by composing and mixing individual recordings supplied by students during the COVID-19 pandemic
- 2018 – 2019* **Orchestrator** – UCR Orchestra
- Generated and prepped a full orchestral rendition of Setsu Shigematsu's musical *Princess Ten Ten and the Dark Skies* from a digital reduction
- 2018 – 2021* **Audio Editor and Music Supervisor** – *Along the Chaparral*
- Found royalty-free music tracks to underscore vignettes and interviews
 - Restored and mastered interviews that took place over Zoom

- 2018 – 2019 **Contract Composer and Sound Designer – F84 Games**
- Composed original tracks for settings ranging from underwater sequences to the Mojave desert
 - Captured foley and synthesized tones for user interface sound effects
- 2018 **Sound Design Intern – F84 Games**
- Collaborated on game design documents to decide on necessary sound assets
 - Organized and maintained a sample library of thousands of sounds
 - Implemented audio into the games using a propriety sound engine coded in C#
- 2016 – 2017 **Music Copyist and Arranger – SixWire**
- Prepared scores and parts for two popular world music concerts as part of the University of Delaware's Master Players Concert Series

COMPOSITIONS

- TBA **Singularity...**8-string guitar and live electronics: commissioned by the UCR Department of Physics and Astronomy
- 2021 **21st Century Dice Music...**Interactive multimedia: produced in May 2021 as a technical demonstration of my Unreal Engine 4 procedural audio plugin
- 2021 **Terra...**Interactive multimedia: produced in May 2021 as a technical demonstration of “parametric design” in electronic music
- 2020 **The Planet’s Crying...**Fixed media: premiered in May 2020 on YouTube as a collaboration with UCR ARTS’ *Facing Fire* art exhibition
- 2019 **Process Variations...**Piano trio and fixed media narration: premiered by the Mojave Trio in May 2019
- 2019 **#GenerationNation...**Fixed media with video: produced in February 2019 with Unreal Engine 4
- 2018 **Framed...**Fixed media with video: premiered in November 2018 at UCR ARTS
- 2018 **Cheat 2.0...**Xbox 360 Controller and video: premiered by me in June 2018 as part of *ReMapped II: new music for live electronics*
- 2018 **Quick Draw...**Wild West-inspired soundtrack: commissioned by members of Gamespawm for SGDA Summit 2018
- 2018 **Blight...**String quartet: premiered by the Eclipse Quartet in May 2018
- 2017 **Syncphony...**Fixed media: premiered in November 2017 as part of UCR ARTS’ *Metropolis Multi-Media Event*
- 2017 **Cheat...**Xbox 360 Controller: premiered by me in March 2017 as part of *ReMapped: new music for live electronics*
- 2015 **Delicate...**Symphonic orchestra and video: premiered by the University of Delaware Orchestra in May 2015
- 2014 **Suite for “Hamlet”...**Solo cello: commissioned by the Delaware Shakespeare Festival’s Summer 2014 production of *Hamlet*

2014	<i>That's Not All He's Lost</i> ...Fixed media: premiered at Gore Recital Hall in April 2014
2013	<i>Crystal</i> ...Baroque flute and lute: recorded by Melomanie in June 2013
2013	<i>Cloud</i> ...Horn ensemble: premiered by the UD Horn Ensemble in April 2013
2012	<i>Anxiety</i> ...Baritone voice and electric guitar: premiered at Gore Recital Hall in November 2012
2012	<i>Dream</i> ...Solo guitar: premiered by me at SCI Student National Conference in October 2012
2011	<i>Synchronized</i> ...Percussion duo: premiered at Gore Recital Hall in April 2012

SOFTWARE

TBA	<i>Fenrir</i> ...Waveshaping distortion synthesizer
2021	<i>YggiAudio</i> ...prototype of a proprietary Unreal Engine 4 procedural audio plugin
2021	<i>Bassline Realizer</i> ...Monophonic Max for Live MIDI device that analyzes incoming chords to generate a user-defined sequence
2021	<i>Parametric Percussion</i> ...Max for Live MIDI device that seamlessly combines step sequencing and random number generation to add ornamentation on top of an established pattern
2021	<i>Euclidean Arpeggiator</i> ...Four-voice Max for Live MIDI device with a single density knob to smoothly transition from chaotic to sparse accompaniments
2018	<i>Ionic Nylon</i> ...Nylon string guitar sampler

AWARDS AND RECOGNITIONS

2020	Outstanding Teaching Assistant Award
2019	Anthony Ginter Award: recognizes a graduate student for their creative, scholarly, or organizational contributions to the UCR Music Department
2016	Chancellor's Distinguished Fellowship
2015	Music Teachers National Association Student Achievement Award for Private Teaching
2015	Winner of the University of Delaware Orchestra Composition Competition
2014	Delaware State Music Teachers Association Award for Performance
2012	Composition <i>Dream</i> for solo guitar chosen to be premiered at Society of Composers, Inc. Student National Conference in Columbus, OH

ARTS SERVICE

2018 – 2020	Co-Founder – EARS Student Group <ul style="list-style-type: none"> Recruited new students from diverse disciplines (e.g., music, computer science, business) to engage and assist in the studio's ongoing activities Led masterclasses on topics ranging from music theory to digital production Managed weekly creative sessions and songwriting camps that resulted in the constant creation of new music
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2018 – 2020

Studio Assistant – Experimental Acoustic Research Studio

- Ensured that all workstations were outfitted with the latest software and hardware
- Created and implemented a system to inventory all studio equipment
- Completed full setup and teardown for recording sessions and live events

TECHNICAL SKILLS

Ableton Live

Max/MSP

Apple Logic Pro

Avid Pro Tools

Magix Sound Forge

Avid Sibelius

Finale

DaVinci Resolve

Magix Vegas

Adobe Premiere

Unreal Engine

Unity

Wwise

Fmod

JUCE

C++

JavaScript

C#

Microsoft Suite

Confluence

Jira