

Education

DMA Music Performance, Data-Driven Instruments. *in progress*

University of Oregon, Eugene

Master of Arts, Media Arts. 2013

University of Michigan, Ann Arbor

Bachelor of Fine Arts, Performing Arts Technology. 2011

University of Michigan, Ann Arbor

Teaching

2016 - Graduate Teaching Fellow, Intermedia Music Technology, University of Oregon

2015 - Instructor, S.T.E.A.M. Instructor/Facilitator, Cascade Initiative, Eugene OR

2015 - Graduate Teaching Fellow, Intermedia Music Technology, University of Oregon

2014 - Graduate Teaching Fellow, Interactive Digital Arts, University of Oregon

2014 - Lead Instructor, Music & Engineering Summer Camp, University of Michigan

2014 - Adjunct Professor, Music Technology, Concordia Univ. Ann Arbor, MI

2012 - Guest Lecturer SMTD, Music Publishing, University of Michigan

2010 to Present - S.T.E.A.M Teacher/Facilitator, Bright Futures, Eastern Michigan University

2011 - Instructor, MPulse Performing Arts Technology Camp, University of Michigan

2011 - Guest Lecturer A&D, Photography, University of Michigan

2010 - Guest Lecturer SMTD, OSC Implementation, University of Michigan

2009 - Guest Lecturer SMTD, Finale Notation, University of Michigan

2007 to 2010 - Creative/Trainer, Apple, Inc

1990 to 2010 - Percussion Instructor, Private Lessons

Academic Research/Work

A World in Decay - Masters Thesis Research

The Dreamer - Dream research to support live performance

Three Escapes - Location/sensor/Arduino based research to support art installation

A Breath, to Breathe - Sensory/breathing research to support art installation

Colour Obscura - Colors generated on an iPhone are processed by Max/MSP

To Speak, Perchance to Tweet - live instrument processing via Max/MSP & Twitter interaction

Coral Music - 4 player Interactive Video Game - Max/MSP, Processing, Homemade sensors

A Simple Kind of Mirror - Body tracking via Kinect, Quartz Composer, Max/MSP, MainStage

Exhibitions

2016 - *Channeling Rachmaninoff*, for Lux Codex, MaxMSP, Processing, University of Oregon

2016 - *Clara Voce*, for GameTrak, MaxMSP, Processing, SEAMUS Conference

2015 - *Clara Voce*, for GameTrak, MaxMSP, Processing, Electronic Music Midwest

2015 - *Clara Voce*, for GameTrak, MaxMSP, Processing, University of Oregon

2015 - *Clara Voce*, for GameTrak, MaxMSP, Processing, EMP Museum, Maker Faire, Seattle, WA
2013 - *A World in Decay*, Masters Thesis installation/performance, Duderstadt Center, Ann Arbor, MI
2012 - *The Dreamer*, Intermedia Performance, Duderstadt Center, Ann Arbor, MI
2012 - *Three Escapes*, Photo/Music Installation, Duderstadt Gallery, Ann Arbor, MI
2011 - *Connecting the Dots*, Intermedia Performance, Duderstadt Center, Ann Arbor, MI

Performance

Channeling Rachmaninoff - 2016 - ElectroAcoustic work for Lux Codex Data-Driven Instrument
Clara Voce - 2015 - ElectroAcoustic work for GameTrak & Granular Synthesis. Multiple Performances
OEDO - 2015 - Oregon Electronic Device Orchestra, various works
A World in Decay - 2013 - Drums - Music, Technology, & Interactive Technology - *World Premiere*
Mandala - 2012 - Singing Bowl, Mandala FSR Sensor Pad, Processing (visuals). **NIME 2012**
The Dreamer - 2012 - Drums - Music, Technology, & Dance - *World Premiere*
To Speak, Perchance to Tweet - Interactive processing of a live instrument and Twitter - 2012
For All That is Lost and Cannot be Found - 2011 - MalletKat - *World Premiere*
Connecting the Dots - 2011 - Drums - Music, Technology, & Dance - Thesis Performance
Questions that Tempt the Sleeper - 2010 - iPad Ensemble. Score by Mary Simoni - *World Premiere*
University of Michigan Mobile Phone Ensemble - 2010
Silver Jubilee - 2010 - MalletKat w/dancers - *Les Sans Souci* - *World Premiere*
Silver Jubilee - 2010 - Technology - *Colour Obscura* - *World Premiere*
KaTet - 2008 to 2010 - Drums - Original Rock Compositions
Seattle - 2003 to 2006 - Drums - Grunge Cover Act - Las Vegas, NV
Action Figures - 2002 to 2005 - Drums - R&B Cover Act - Las Vegas, NV
Session Drummer - Drums/Mallets - Various Acts - Las Vegas, NV

Publishing

Guardian of the Sea - Audio CD release 2015
MDEN Fall 2012 Catalogue - Cover Photo
Magnetic South - Audio Single - iTunes Release
Pools of Blue - Audio Single - iTunes Release
MDEN Fall 2010 Catalogue - Cover Photo
University of Michigan Hospital Oncology - Fall Alumni Magazine - 2010 - Photos
University of Michigan - Student Planner 2009 - Design Concept Front Cover
The Smell of Bread - Short Film. Original Composition. Hali Eliza Films. Ann Arbor, MI
Contributor - Getty Images - 2009 to Present
The Quickening - Audio CD release 2009

Professional Experience

Ann Arbor Smiles - iOS & Android mobile application
Particle Music - Interactive music/visual - iOS & Android mobile application
StudyTips - iOS & Android mobile application
Defeating the 8 Demons - iOS & Android mobile application
CheapEats - iOS mobile application
CourthouseBites - iOS mobile application
StudyTips - eBook & Kindle book
College Admissions Advisors - eBook for eBooks & Kindle
Street Art by David Zinn - eBook for eBooks
SDJMedia - Interactive Media Designer
SDJPhotography - Nature, Event, Sports Photographer
University of Michigan School of Music - Website Media Technician
EMU Bright Futures - Training Coordinator. IT Specialist. Technology Consultant
Apple - Creative/Trainer. Mobile Device Technician

Affiliations/Memberships

PAS - Percussive Arts Society
SEAMUS - Society for Electro-Acoustic Music in the United States
AES - Audio Engineering Society
ICMA - International Computer Music Association
ASCAP - American Society of Composers Writers and Publishers
Sound Exchange - Digital Performing Rights
Apple iOS Developer
Android Mobile Developer
University of Michigan Cycling Team
University of Oregon Cycling Team
O.I.L. Oregon Interactive Lunch, Director

STEVE JOSLIN
Eugene, Oregon 97402
stevej@sdjoslin.com

Links to Work

[2015 - Clara Voce](#)
[2015 - Guardian of the Sea](#)
[2014 - Sunwise & Widdershins](#)
[2013 - A World in Decay](#)
[2012 - The Dreamer](#)
[2012 - Coral Music](#)
[2011 - Connecting the Dots](#)
[2011 - A Simple Kind of Mirror](#)
[2010 - Colour Obscura](#)

[MDEN.com - photos for sale](#)

Professional Websites

[Steve Joslin Music](#)
[SDJ Photos](#)

Software

Hardware/ Software Certifications	Logic Studio Master Pro	Reason - v5 Beta tester	
	Aperture 3	Rhino 3D for Mac - Beta Tester	
	Motion 4	Celemony Melodyne - Beta Tester	
	Apple Certified Mobile Device Technician		
	Audio	Photography	Other...
	Kyma	Aperture	Xcode
	Logic Studio	Lightroom	iOS-SDK
	Pro Tools	Draw-it	ActionScript 3
	MainStage	Pixelmator	Processing
	Reason	Photomatrix	Arduino
	Soundtrack Pro	Canon DSLR systems	Cocos2d Gamekit
	Digital Performer		OSC protocol
	Max/Msp/Jitter	Apple	Quartz Composer
	Native Instruments Komplete	Keynote	Kinect
	Wave Burner	Pages	Blue Jay
	Finale	Numbers	Net Beans
	Melodyne Studio	iMovie	MYSQL
	Abelton Live	iPhoto	Mac OS X
	Peak Pro	iDVD	
		iWeb	
Software Experience	Video	GarageBand	
	Final Cut Pro X	Bento	
	Motion		
	DVD Studio Pro		
	Live Type	3D	
	Adobe CC Suite	Rhino 3D	
	Photoshop	Maya	
	Flash	AutoCad	
	Flash Builder	Blender	
	Illustrator	Unity	
Dreamweaver	Kinemac		
Acrobat Prof.	Sketchup		
After Effects			
InDesign			
Edge			
Animate			