

Curriculum Vitae

Chad McKinney

seppukuzombie@gmail.com
<http://chadmckinneyaudio.com/>

EDUCATION

Ph. D. Music Informatics, University of Sussex, Brighton, UK. October 2011 - Current

M.F.A. Electronic Music & Recording Media, Mills College, Oakland, CA. May, 2009

B.M. Music Composition (with distinction), University of Oklahoma, Norman, OK. May, 2007

PROFESSIONAL EXPERIENCE

Music for Children LLC

Piano and Guitar private and class lessons. September 2007 – September 2011.

Independent SuperCollider Instructor

SuperCollider workshop instructor at 21 Grand in Oakland, CA. November 2010.

John Bischoff

Independent contract for SuperCollider coding assistance. May 2010 – September 2010.

Chris Brown

Independent contract for SuperCollider coding assistance. July 2009 – December 2009.

Infinite Improbability LLC

Self owned video game music production company. May 2005 – September 2007.

Credits include music composed for the video game *Hellgate: London* (2007)

Cinderella: an Interactive Storybook

Music for an online interactive storybook. January 2006.

Moment Trio – Constructions One

Mastering service for recording released on Foxglove records. February 2005.

HONORS, GRANTS, AND AWARDS

2011 – Sussex 50th Anniversary Research Scholarship

2011 – Performance in the 2011 Sound and Computer Music conference in Italy.

2010 – Inclusion in the Deutschland Radio Kultur broadcast

2010 – Performance in the 2010 SuperCollider Symposium in Berlin

2009 – Inclusion in the glitch art book *Glitch: Designing Imperfection*
2009 – Frog Peak Collective Award, Mills College.
2008 – Graduate Music Alumnae Scholarship, Mills College.
2008 – Inclusion in the Village Radio Nomad Project broadcast.
2007 – Graduate Research Opportunities Program Grant, Mills College.
2007 – Inclusion in the 60x60 project Midwest Mix.
2006 – Undergraduate Research Opportunities Program Grant, University of Oklahoma.
2006 – OU Percussion Composition Contest winner, University of Oklahoma.
2005 – Kirkpatrick Memorial Scholarship, University of Oklahoma.

SOFTWARE AND PROGRAMMING LANGUAGES

C++ – programming language.
Java – programming language.
Qt – cross platform application framework.
SuperCollider – audio environment and programming language.
Processing – visual environment and programming language.
Max/MSP – audio synthesis software.
Sibelius – music notation software.
Finale – music notation software.
Pro Tools – recording software.
Logic – recording software.
Nuendo – recording software.