

# Curriculum Vitae

Steven Lewis

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## Education

**Doctor of Philosophy: Integrated Performance,  
Composition, and Technology**

*University of California, Irvine*

October 2020 - June 2024

Irvine, CA

Graduate Research Thesis:

*Conceptualizing Game Environments as a New Medium for Procedurally Interactive  
Computer Music*

Other Areas of Specialization:

- Live Audio Processing with Motion-Controlled Granular, Wave Table, FM, and Additive Synthesis
- Designing Performance Systems and Audio Algorithms for Nonlinear Gestural Augmentation
- Improvisation in Contemporary and Experimental Music Settings
- Designing New Interfaces for Virtual Instruments with Computer Vision Technologies

**Master of Music: Music Technology**

*New York University*

July 2018 - May 2020

New York, NY

Graduate Research Thesis:

*Conceptualizing Game Environments as a New Medium for Procedurally Interactive  
Computer Music*

Other Areas of Specialization:

- Gestural Control as Musical Input in Virtual Reality
- Multichannel Spatialization and Sound Design in *Max/Msp*
- Game Audio Design and Implementation in the Unity Game Engine
- Theoretical and Applied Understanding of Digital Signal Processing

**Master of Music: Jazz Studies and Studio Music Production**

*University of Miami*

August 2011-May 2013

Coral Gables, FL

### **Graduate Research Thesis:**

*Combining Live Sound Processing with the North Indian Percussive Tradition as the Basis  
for an Experimental Jazz Drumset Vocabulary*

Areas of Specialization:

- Drumset Performance
- Jazz History
- Small Ensemble Jazz Improvisation

**Bachelor of Music: Jazz Studies**  
*University of South Florida*

August 2007- May, 2011  
Tampa, FL

Areas of Specialization:

- Drumset Performance
- Jazz History
- Small and Large Ensemble Jazz Ensemble Performance and Orchestration
- Electroacoustic Composition and Instrumental Performance
- Experimental Approaches to Group Improvisation

## **Conference Presentations**

**Game Sound Con 2019**

October 2019  
Los Angeles, CA

Title:

*Aesthetic Considerations and Technical Optimizations for  
Procedural Sound Prototyping*

**Society for Electro-Acoustic Music  
in the United States Conference 2020**

March 2020  
Charlottesville, VA

Title:

*The Effect of Environmental Noise Pollution on Aesthetic Soundscape  
Preferences in Urban Environments*

**Game Sound Con 2020**

October 2020  
Los Angeles, CA

Title:

*Conceptualizing Game Environments as a  
New Medium for Procedurally Interactive Computer Music  
and Virtual Performer Hybridity*

**New York Electro-Acoustic Music Festival 2020**

June 2020  
New York, NY

Title:

*Think of One: Constructing Experimental Sound Materials From  
a Jazz Drumset Vocabulary*

**International Computer Music Conference 2021**

July 2021  
Santiago, Chile

Title:

*Algorithmic Composition: Their Spirits Dwell in Mainframes*

**New York Electro-Acoustic Music Festival 2021**

June 2021  
New York, NY

Title:

*Mutual Arising: Experimenting with remote  
performance practices using motion tracking, graphic score notation, and interpretive  
improvisation.*

**Society for Electro-Acoustic Music  
in the United States Conference 2022**

March 2022  
Kalamazoo, MI

Title:

*A Certain Way of Discourse: Multimodal Motion Tracking for Live  
Instrumental Processing*

**New York Electro-Acoustic Music Festival 2022**

June 2022  
New York, NY

Title:

*Ephemeral Particulate:  
Motion Controlled Acoustic Augmentation for Drumset*

**New York Electro-Acoustic Music Festival 2022**

June 2022  
New York, NY

Title:

*Designing An Interactive System  
for Nonlinear Drumset Improvisation*

**International Computer Music Conference 2022<sup>^</sup>**

July 2022  
Limerick, Ireland

Title:

*Welcome to the Wilderness*

**International Computer Music Conference 2022\***

July 2022  
Limerick, Ireland

Title:

*Conceptualizing Game Environments as a  
New Medium for Procedurally Interactive Computer Music*

## **Teaching**

**University of California, Irvine**  
School of Music, Claire Trevor School of the Arts

Irvine, CA

Teaching Assistant

May 2020-June 2022

*Courses*

Music and Computers (2 quarters)  
Introduction to African Music (1 quarter)  
Computer Music Programming (1 quarter)  
Introduction to Max Programming (1 quarter)  
Introduction to Music (1 quarter)

**New York University**  
Steinhardt School of Education, Culture, and Human Development

New York, NY

Teaching Assistant

January 2020 - May 2020

*Courses*

Seminar in Composition: Composing for Piano Trio and Electronics

Associate Audio Production Technician

May 2018 - March 2020

Clive Davis Institute of Recorded Music (NYU)

Responsibilities:

- Provided audio recording assistance and instruction to undergraduate students, including software and hardware recording, signal-flow troubleshooting, and post-production assistance in stereo and surround sound formats.
- Facilitated the recording experience for undergraduate classroom projects using Neve 5088, API 2448, and SSL K-Series mixing consoles.
- Maintained facility's recording schedule, equipment inventory lists.
- Assisted students in Dolby Atmos, 5.1,10.2, and Stereo Mixing Techniques.

**Energea Studios NYC**

Astoria, NY

Sound Engineer/Private Instructor

May 2018 - March 2020

Responsibilities:

- Consulted, engineered, and executed the specific artistic goals of individual clients.
- Provided one-on-one instruction with the DAW Logic Pro X.
- Instructed students on the fundamentals of Digital Signal Processing and Sound Design

**BANG! The Drum School**

New York, NY

Drum Instructor

June 2015- June 2018

Responsibilities:

- Specialized in electronic and jazz drumming instruction.
- Created a highly interactive, hands-on drumming curriculum to promote student interest and receptive learning.
- Held group clinics on a monthly basis, establishing an educational, motivational, and communal classroom culture.

**Awards and Fellowships**

**DTEI Graduate Fellowship**

June - September 2022

University of California, Irvine, *Division of Teaching Excellence and Innovation*

Summer Graduate Fellow

- Collaborated with an interdisciplinary cohort graduate students and professors to design innovative and inclusive course material

**Graduate Student Researcher Fellowship**

University of California, Irvine, *Claire Trevor School of the Arts*

Gassmann Production Assistant

January 2021 - June 2022

- Collaborated with the Head of the Gassmann Music Series and other Graduate Student Researchers to provide technical support for live musical events, and to

improve the technological infrastructure related to the Gassmann Music Series and other music production research facilities at the Claire Trevor School of the Arts at UC Irvine.