

JONATHAN CHAIM REUS

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STUDIES

Fulbright Research Fellowship

September 2009 – June 2010

Research into theory of instruments and technology as tools for art, STEIM, Amsterdam, NL

- Conducted theoretical research into developing new instruments
- Developed interactive art software for Mac OSX and the iPhone using Objective-C, C++, and Cocoa

Bachelor of Science, University of Florida

August 2000 – May 2005

Specialization in Digital Arts and Science

Minor in Mathematics, Composition of Electronic Music

Summa Cum Laude

- GPA 3.95, graduating at the top of the class
- 2002 Anderson Scholar of Highest Distinction
- Competitively selected from over 100 students to participate in an experimental program combining students of engineering and the fine arts in multidisciplinary team-driven coursework
- Math and Science:** Human-Computer Interaction, Advanced Computer Graphics, Software Engineering, Computer Organization, Data Structures, Differential Equations, Linear Algebra, Numerical Analysis, Physics (Newtonian, Electricity and Magnetism), Programming Language Design, System Simulation
- Music and Fine Arts:** Digital Art and Montage, Time-based Media (Film & Animation), Figure Drawing, Audio Production and Sound Design, Music Composition, 3D Modeling & Animation

PAST WORK

Project Manager/Educational Programmer

September 2010 – now

STEIM, Amsterdam, NL

- Planning and administration of the 2011 education/workshop program at STEIM
- Organizer of community users groups for local electronic musicians and sound artists
- Online marketing and PR for STEIM
- Technical and artistic consultant for resident artists
- Developed curriculums for a week-long collaborative residency/research program
- Managing and reviewing incoming artistic residency applications

Web Marketing Strategist

March 2009 – September 2009

Marketing Performance Group, Boca Raton, Fl, USA

- Consulted corporations on improving their businesses through internet marketing strategies

Software Engineer

August 2006 – August 2008

University of Florida College of Medicine, Gainesville, Fl, USA

- Developed multi-tiered distributed applications using Oracle, J2EE, and the Struts MVC (Model 2) framework

Audio and Lighting Engineer

August 2004 – December 2005

Spinal Tech, Gainesville, Fl, USA

- Worked in a production company operating and maintaining equipment for large scale live productions

Computer Science Tutor

August 1999 – May 2000

Institute for Mathematics and Computer Science, Coconut Creek, Fl, USA

- Assisted teaching K-12 students accelerated classes in computer science using MIT's Scheme language

SKILLS

- Programming Languages: Objective-C (Cocoa Framework), C, C++, Java,, Scheme
- 12+ years experience programming in object oriented languages beginning with C++
- Very basic hardware and electronics knowledge
- Sound programming with MaxMSP, ChuckK, and SuperCollider
- Composition and production of music
- Sound design
- Timeline-based editing in film, animation, and music
- Hand-drawn and digital 2D illustration and animation
- Academic level English proficiency
- Experience with marketing and PR, especially web-based marketing
- Painting, Drawing, Graphic design and web design

ACTIVITIES

- 2011 Mapping Everything Else workshop. A workshop approaching instrument design from a non-technical vantage point. Developed collaboratively with media artist Georgios Papadakis and researcher/composer Berit Janssen. The workshop is still being actively developed. It has been given at STEIM and at the NIME 2011 conference in Oslo, NO.
- 2011 Lecture and paper publication of “Crackle: A dynamic mobile multitouch topology for exploratory sound interaction” at NIME 2011 in Oslo.
- 2011 Development of Crackle. An iPhone audio-visual experience that uses data as a raw medium. Amsterdam, NL.
- 2011 Talk entitled “Searching for Mobile Music” discussing the role of mobile computing to new performance mediums. Electronic Frequencies festival, Amsterdam, NL.
- 2011 Organizer of the Future of the Lab. A loose musical collective exploring notions of composing through playing. Our first collection of recordings, Share Alike, is expected to be released in early 2012. Amsterdam, NL.
- 2010 - 2011 Live performances under different names at small venues throughout the Netherlands. NL
- 2010 Discussion Panel on slow/low technologies in the arts. S.LOW festival, Berlin, DE.
- 2010 Artist in residency researching embedded music systems through the month of August at Studio N.K., Berlin, DE.
- 2010 Commissioned to build a real-time sound installation for the NON by KIM catwalk show at the Amsterdam Fashion Week. Amsterdam, NL.
- 2010 Talk on “smart instruments” at Hotpot Lab #7 lecture/concert series. STEIM, Amsterdam, NL.
- 2006 Audio engineering and production on a number of local North Florida folk and experimental acts
- 2004-2006 Curator/Performer of electronic music with Electronic Subsouth. The main experimental electronic music presence in Northern Florida. USA.
- 2005 Curated a number of modest folk-art shows in Gainesville, Florida. USA.
- 2004 Honors thesis “Gesture-based Controllers for Computer Instruments”. University of Florida. USA.
- 2004 Composed two original works for the Ultraviolet Tracker instrument, “Samsara” and “I AM”. Performed live at the University of Florida’s Unbalanced Connections concert series.
- 2004 Developed a computer music instrument based on computer vision tracking of objects covered with fluorescent paint. Software written in C++ using Intel’s OpenCV libraries.
- 2004 - 2006 Banjo, harmonica, fretted stringed instruments and accordion in folk groups and improv jams based on old-time American traditionals. In and around north Florida. USA.

- 2002 - 2004 Performer/composer in a progressive rock/electroacoustic ensemble taking inspiration from King Crimson, Iannis Xenakis, and the folk-inspired musicians comprising the “new weird America” movement. Florida, USA.