curriculum vitae

Brady Marks, M.Sc.

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ART PROJECTS

forth coming

2008 **Heaven's Breath**, Surrey Art Gallery, Surrey
Installation

solo

2005 **Difference & Repetition 1, too & III**, Live Biennial of Performance Art, Vancouver
Sonic Performance

collaborative

2007 **Soft(n)**, Dutch Electronic Art Festival, Rotterdam, Netherlands
Sound & Interaction Design

2006 **Tree Studies**, Gwang-Ju Biennale of Art, Korea
Emergent Soundscape Composition

2006 **Doppler Corridor**, TEAS, Vancouver
Peoples Choice Award
eyeTeasers Video iPod Exhibition

2006 **Trees In Winter**, Images Festival, Toronto
Emergent Soundscape Composition

2005 **exhale (breath between bodies)**, SIGGRAPH, San Francisco
Interactive Sound Composition

group

2004/5 **Found**
Found Data Object, BLIM, Vancouver
Sonic Design Evening, New Forms Festival 2004, Vancouver

Found is a collaborative project with Igor Santizo and computer network
phenomena. The performers attempt to find a relationship between human and
virtual players. It reveals a meditative bridge between them evidenced by a
range of communicative sonic correspondences.

2003- **Lost**
UnDEAF, Rotterdam, Netherlands (2007)
Signal and Noise, Vancouver (2004)
Found Data Object, BLIM, Vancouver (2003)

(Re)design Festival, Sugar and Sugar, Vancouver (2003)
Interactivity Lab, Simon Fraser University, Surrey (2003)

Lost is an ambient audio-visual installation — a soundscape of cyberspace.
Mapping the activity of a transient community of incidental interactors,
participating in a file sharing network, the installation submits for public
scrutiny the flow of live queries which forms an unfolding essay of desire
described by popular music, software and pornography.

2003 **Grow-Op,** *Prince Takamodo Gallery, Tokyo, Japan*
Grass, Light & Wood Table/Sculpture

selected Intermission Artists Society exhibitions

2005 **A Round of Music**, Rotunda, Vancouver Art Gallery
Music Performance

2004 **High Commission**, *Red and White*, Canada House, London, England
Ambient Music Installation

2003 **RAWON**, *Signal and Noise* Festival, Video In Studios, Vancouver
Sound Art Event

2003 **nootraC**, Video In Studios, Vancouver
Live Audio/Visual Performance

2002 **Spot**, *TV-Frame*s, City TV, Toronto
Intervention

2000 **Anamorphosis**, *Mixtophonics*, Vancouver New Music, Vancouver
Live Audio/Visual Performance

2000 **Prohep**, Western Front Artist Run Center, Vancouver
Improvised Theatre & Audio/Visual Performance

artist presentations

2007 **VJing and Generative Art**, Life Skills Center, Vancouver
Artist Talk and Workshop

2006 **Upgrade**, Western Front Artist Run Center, Vancouver
Artist Talk and Workshop

2004 **Collaborative Compositional Process in *Found***, New Forms Festival, Vancouver
Artist Talk

2003 **How to Endure Intensity**, Emily Car Institute, Vancouver
Noon Hour Lecture

PROFFESTIONAL ACTIVITY

teaching

2004- **Sessional Instructor**, Simon Fraser University
Sound Image and Motion (Spring 2007): Lectured in advanced topics in Film and Video Art including montage, non-linear narrative, mobile video and film sound. Mentored students in the production of a multi-screen public video installation.
Experimental Sound Design (Spring 2007*), Sound Interaction* (Fall 2004,5,6): Lecture topics include acoustics, psychoacoustics, themes and production techniques in cinema sound, sound Art and recombinant composition. 2nd & 3rd year undergraduate students develop aural literacy, produce linear sound and interactive compositions with image.
Integration Project (2004,5): Mentor and facilitator in development final year small group art and design projects.
Systems of Media Representation (2004): Lecture topics, overviews of art making perspectives, 20th century art history, colour theory, semiotics, gestalt principles, and media studies. 1st year undergraduate students develop media art literacy, display learning outcomes in a web journal and produce video or web-based self-reflective work.

2006,7 **Workshop Leader**, VIVO Media Arts
Designed and delivered *PureData* digital audio & 3D graphics programming workshop series.

2002,3 **Teaching Assistant**, Simon Fraser University
New Media Images (Spring 2003): Assisted in teaching 1st year interactive arts course. Introduced the use of web radio broadcast as forum for demonstration of student's audio work. Provided students with server side support for web-based assignments. Provided feedback in on-line student discussion forums. Graded assignments.
Geometric Modeling (Fall 2002): Assisted in teaching 4th year course. Formulated and graded assignments. Mentored 3D graphics Java programming assignments. Integrated open source 3D graphics development tools.

1993-94 **Teaching Assistant**, University of Cape Town
Conducted classes to assist first and 2nd year students in their programming tutorials. Evaluated assignments. Attended workshops on teaching techniques. Coached 3rd year students before embarking on programming competition.

digital media production & design

2003-4 **Research Assistant**, Simon Fraser University
Ec(h)o: Assistant in the research and participatory design of a gesture-based audio augmentation system for museum spaces led by Ron Wakkary, Kenneth Newby and Marek Hatala (SFU, School of Interactive Arts and Technology). Development of a multi-channel wireless audio delivery system for interactive narrative and dynamic soundscape composition.
Computational Poetics: Assistant in the research and development of tools and groundwork for a 3 year SHRC funded project led by Martin Gotfrit (SFU, Contemporary Arts) and Kenneth Newby (SFU, School of Interactive Arts and Technology).

2003- **Soundscape Show**, CFRO
Produce, host and operate monthly one hour radio show.

2003,7 **Music Producer**, Big Picture Media Corporation, Scared Sacred Films Inc.
Produced music for internationally distributed cinematic features *The Corporation* and *Scared Sacred*.

1999 **Film Sound Design**, Independent
Music and Sound design for 20 minute digital video.

software production & design

2002- **Independent Software Consultant**
High Level Product Design: Participatory design workshops, scenario and usecase capture, User interface design, interaction design, product requirements specification, product deployment and development strategy. Clients include: Ableton (Berlin), communicopia.net and Sierra Wireless.

1997-2002 **Senior Software Engineer**, Infowave Software Inc.
Designed and developed a wireless network protocol stack forming the foundation of Infowave's client server architecture. Ported this double proxy architecture to a number of hand-held platforms. Shipped four Infowave product suites. Awarded Senior Software Engineer designation. Mentored junior engineers extensively. Responsible for hiring of new engineers. Attended OOPSLA (Object-Oriented Programming, Systems, Languages and Applications) and Microsoft Professional Developers conferences.

1996-98 **Software Designer**, The Media Communications
Designed and developed multimedia systems for a Vancouver based new media production studio serving a majority of US customers. Re-engineered product user interfaces. Created in-house image manipulation tools. Performed project management and client consultation.

EDUCATION

degree

2005 **M.Sc Interactive Arts & Technology**, Simon Fraser University
Graduate Association President (Summer 2003)
Graduate Fellowship (Fall 2004)
Member of Technology Subcommittee (Fall/Spring 2002/3)
Researching the sonification of virtual processes via the construction of augmented reality soundscapes. Researched sound design criteria for computer-mediated environments. Completed course in: Non-linear Narrative, Multi-media Programming, Sound Art Studies and Acoustic Communication.

1994 **B.Sc (Hons) Computer Science**, University of Cape Town
1st Class Award
Computer Science Merit List

1993 **B.Sc Computer Science**, University of Cape Town
Distinction in Computer Science
Faulty Merit List (1991)
Department Merit List (1992-93)

workshops

2005 Leaning and Instructional Development Workshops, Simon Fraser University
Participated in workshops on stimulating autonomy in students, providing active learning opportunities by creating dynamic classrooms and approaches to grading.

2005 Monolake Master Class, New Forms Festival
Discussed and witnessed minimal electronic music production techniques

1994 Teaching Assistants Workshops, University of Cape Town
Participated workshops on the Socratic method of teaching and mentoring.