

**Evan X. Merz**  
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## Education

**D.M.A. Student, Algorithmic Composition, University of California at Santa Cruz, 2010 - Present**

*Advisor: Paul Nauert, PhD.*

**M.M., Computer Music and New Media, Northern Illinois University, 2010**

*Advisor: James Phelps, DMA.*

*Thesis: Bottom-Up Approaches to Algorithmic Composition*

**B.S., Computer Science, University of Rochester, 2004**

*Advisor: Randall Nelson, PhD.*

*Final Project: A Novel, Integrated Approach to Behavior Classification Using Computer Vision and Sound Recognition*

## Employment

2010-Present, Santa Cruz, CA

**Graduate Teaching Assistant, University of California at Santa Cruz**

*Responsibilities:* Assist professors in teaching various courses offered by the music department. This includes leading lab sections and giving guest lectures.

2004-Present

**Freelance Composer, Various Entities**

*Responsibilities:* Write and record music for various video game and television productions. Shipped products include the videogames AudioSurf, Arrow of Time and Exploit.

2008-Present, Chicago, IL

**Developer, JangoMail**

*Responsibilities:* Carry out maintenance of the JangoMail website, and develop new features for the JangoMail email delivery services. *Languages:* ASP.Net, C#.Net, Classic ASP, Javascript, HTML, CSS.

2008-Present, DeKalb, IL

**Graduate Assistant, Northern Illinois University**

*Responsibilities:* Teaching "Introduction to Electronic and Computer Music." Supervision and maintenance of three computer music labs. Technical coordination of two to three computer music concerts and events per semester.

2006-2008, Pittsburgh, PA

**Lead Developer, SRS Computing Solutions**

*Responsibilities:* Develop and maintain business software products. Lead the development team. *Languages:* VB.Net, Visual Basic, PHP.

2005-2007, Pittsburgh, PA

**Music Director, Community of Reconciliation**

*Responsibilities:* Select music for church services. Perform on the piano and organ. Lead the choir on Sundays and the youth jazz ensemble on Saturdays.

## Catalog of Works

### Concert Music (*representative*):

Year of Composition	Title / Instrumentation	Performances
2011	<b>Fragmented Night</b> Piano and Live Electronics	Open Readings, June 8, 2011 Winner: The David Cope Award
	<b>Clash</b> Flute, Violin, Cello, Bass	April in Santa Cruz, April 20, 2011
2010	<b>Diaphanous</b> Piano, Clarinet, Flute, Electronics	UCSC Graduate Composition Concert, December 8, 2010.
	<b>Black Allegheny</b> Swarm Music Audio CD	Released June 14th, 2010.
	<b>Black Allegheny</b> 8-Channel Audio	<i>Electrical Apparition</i> , Northern Illinois University, March 24, 2010.
2009	<b>In the Fields</b> 8-Channel Audio	<i>Silence, Beauty and Horror</i> . Harold Golen Gallery, December 4, 2009. <i>Phono Photo No. 6</i> , January 2010.
	<b>The Tides Remain</b> For Horn Quartet	Recorded by Cameron Douthitt
	<b>With the Blurred Vision of a Newborn</b> Piano, Steel Pan and Computer	<i>Two: A Collaborative Concert</i> , Northern Illinois University, November 5, 2009
	<b>Becoming 3-2</b> Video and 2-Channel Audio	<i>musicBYTES</i> , Lewis University, Romeoville Illinois, October 30, 2009
	<b>Confined</b> 2-Channel Audio	<i>New Music Hartford</i> , ArtSpace Gallery, August 30, 2009
	<b>In the Fields</b> 2-Channel Audio with Video by Aaron Vermedal	<i>Two: A Collaborative Concert</i> , Northern Illinois University, November 5, 2009
2008	<b>Locked</b> Interactive Installation	<i>IMMArts TechArt 2008</i> , November 2008
2007	<b>The Music of Maphub</b> Java Software	Mattress Factory Art Gallery, Fall 2007

### Video game / Film (*representative*):

Year of Release	Product / Role	Developer	Distributor
2010	<b>Inspiration, Perspiration</b> Composer / Sound Designer	Adam Vian	
2009	<b>The Mold Fairy</b> Composer	Ludus Novus	Armor Games
	<b>James the Super Zebra</b> Composer	The Super Flash Brothers	Armor Games
	<b>Dad's Got Ninjas (TV)</b> Composer / Music Director	Kalec & Kemp	Fremantle Media TV (purchased by Cartoon Network, still undeveloped)
2008	<b>AudioSurf</b> Composer	Dylan Fitterer	Multiple Distributors, including Steam
	<b>Exploit</b> Composer	Ludus Novus	Kongregate
	<b>Arrow of Time</b> Composer	The Super Flash Brothers	Armor Games

## Software Development (*representative*)

Year	Name / Language	Overview
2009	<b>Swarm Score Live</b> Java	Swarm Score Live combines concepts from Cage with ideas from swarm intelligence in real-time score generation. Output is projected live on screen, where it is interpreted by performers.
	<b>Swarm Score</b> Java, Lilypond	Swarm Score uses concepts from swarm intelligence to generate printed scores.
	<b>Becoming the Swarm</b> Java	Becoming the Swarm uses concepts from swarm intelligence to generate electroacoustic music by processing and assembling a gamut of audio files.
	<b>Manifest Destiny Suite</b> Pure Data	This suite of interactive algorithmic pieces was written for the Korg nanoKontrol.
	<b>Tribute</b> Java	Tribute blends evolutionary algorithms with granular synthesis to generate audible sound collages of a person's life.
	<b>Diary</b> Java, PHP	Diary is an interactive installation piece that combines audio journal entries with evolving piano chords.
2008	<b>Locked</b> Java	Locked is an interactive installation piece that creates a harsh audiovisual environment for the viewer.
	<b>Mare Tranquilitatis</b> Pure Data	A Mark Berry composition written for electronics and steel pan, realized in Pure Data.
2007	<b>FreeSound Spider</b> C#.Net, PHP	This program allows a performer to improvise, with sounds pulled from the internet by real-time searches.
	<b>Wii Play the Drums</b> VB.Net, C#.Net	This program connects with a wiimote to allow the player to play a virtual drum set with a single wiimote.
2006	<b>Maphub Virtual Instrument</b> Java, PHP	MaphubVI allows a performer to perform in real-time with cell-phone calls that are made to the maphub database.

## Publications

Conversations at EMM 2008. 2009. *Journal SEAMUS*. 20(2): 27-31.  
Austin on Kontakte. *SEAMUS Newsletter*. August 2009.  
Author and Publisher of ComputerMusicBlog.com 2006 to Present.

## Press

Fischer, Tobias. "Das Singen der Lämmer: Interview with Evan Merz." *Beat Magazine*. February 2011.  
Kirm, Peter. "Connect the Bots: Black Allegheny, An Entire Album Made by Algorithmic Swarms." *Create Digital Music*. June 18, 2010.  
<http://createdigitalmusic.com/2010/06/connect-the-bots-black-allegheny-an-entire-album-made-by-algorithmic-swarms/>  
Smith, Graham. "AudioSurf Music: A Suite of New Music Designed for Surfing." *PC Gamer Magazine*. May 2008.  
George, Charles. Ibbott, Brian. *The Wii Show #10: To the Beat of a Different Drum*. thepodcastnetwork. May 2007.  
Hopper, Justin. "Charting New Territory: The Founders of MapHub Want to Get You Offline and Out Into the Streets." *Pittsburgh City Paper*. February 8, 2006.

## Teaching Experience

### **Graduate Teaching Assistant: Music Department**

*University of California at Santa Cruz (Fall 2010 - Present)*

Assisted professors in administering various courses offered by the Music Department. This includes leading lab sections and giving occasional lectures.

### **Course Instructor: Introduction to Electronic and Computer Music**

*Northern Illinois University (Fall 2008 - Spring 2010)*

Undergraduate and Graduate course, 20 students. Taught the history of electronic music and administered practical projects in musique concrete, synthesis and composition. Redesigned course materials, course website and course projects.

### **Undergraduate Teaching Assistant: Introduction to Computer Technology**

*University of Rochester (Spring 2003)*

Undergraduate course, around 40 students. Assisted with lab work and graded all student work.

## Invited Presentations

*Experiments with Swarm Intelligence in Algorithmic Composition.* Presented at the NIU Composition Seminar, DeKalb, IL on November 13, 2009.

*Becoming: Composition with Swarm Intelligence at New Music Hartford.* Presented at the NIU Composition Seminar, DeKalb, IL on October 12, 2009.

*Locked.* Presented at IMMArts TechArt 2008, DeKalb, IL in November, 2008.

*Conversations at EMM 2008.* Presented at the NIU Composition Seminar, DeKalb, IL in Fall 2008

## Research Experience

### **Internship with the Department of Defense (Summer 2003)**

*Supervisor:* Randall Nelson, PhD.

Programmed the computer vision system for a robot that was used to find unexploded bombs on desert battlefields. This included significant experience in the field of digital signal processing.

## Awards, Honors and Scholarships

2012, Porter Teaching Fellowship

2011, The David Cope Award

2010, Graduate Teaching Assistantship, UCSC

2008, Graduate Assistantship Tuition Waiver, Northern Illinois University

2000, Academic Scholarship, University of Rochester

## Professional Memberships

SEAMUS, Society for Electro-Acoustic Music in the United States - Board Member, Webmaster

SCI, Society for Composers, Inc. - Student Member

ASCAP, The American Society of Composers, Authors and Publishers

## References

David Evan Jones, Professor of Music, University of California at Santa Cruz

James Phelps, Associate Professor, Northern Illinois University