M. Anthony (Tony) Reimer   toneguy@mac.com   919-349-5251   www.toneguy.net

My goal is to find a position at the intersection of art and technology where my creative skills, technical knowledge, and passion can be utilized on projects that will benefit from my extensive experience.

Profile

I am a sound designer and composer with more than 30 years of experience working in professional audio both as a freelancer and as part of a team. I also have more than 20 years of experience working in software development and computer science research. Additionally, I have project management experience and currently teach art and technology courses at the university level.

SOUND DESIGNER
- Versatile - well-versed in all aspects of audio production, from recording to mastering
- Creative - able to devise original content from existing material, or capturing/creating from scratch
- Seasoned - able to leverage experience in a wide variety of project types to create unique designs

COMPOSER
- Adaptable - comfortable working across many genres from classical to contemporary
- Experienced - credits and recognition across many mediums including stage, video/film, and games
- Collaborative - responsive to feedback while providing multiple alternatives for quick turnarounds

DEVELOPER
- Knowledgeable - experience with many technologies, from sensors, to mobiles, to the web
- Strategic - experienced in overseeing design of multi-layered systems through their entire lifecycle
- Practical - able to quickly identify, document, and implement solutions for easy, or hard, problems

Employment Experience

INSTRUCTOR, ILLINOIS STATE UNIVERSITY, WONSOOK KIM COLLEGE OF FINE ARTS: NORMAL, IL — 2017 - NOW
Teach sound design and arts technology courses to graduate and undergraduate students. Advise student designers in the sound design process for productions in multiple spaces on the ISU campus. Recruit new undergrad students. Formulate design of new curriculum and acquisition of new equipment.

RESIDENT COMPOSER / SOUND DESIGNER, ILLINOIS SHAKESPEARE FESTIVAL: BLOOMINGTON, IL — 2018 - 2022
Composed music and produced sound effects for productions of summer stock theatre company; produced public relations audio content; consulted on audio systems.

LEAD DEVELOPER, MOSHO (NÉE LABORATORY FOR AUDIENCE INTERACTIVE TECHNOLOGIES) — 2014 - 2020
Served as lead designer and architect on development of software platform intended for use in conjunction with live performance events. When project was housed at UIUC, managed graduate and undergraduate students in development tasks. Coordinated multiple events using mosho technology.

INSTRUCTOR, UNIVERSITY OF ILLINOIS, DEPARTMENT OF THEATRE: URBANA, IL — 2014 - 2018
Taught sound design courses to graduate and undergraduate students. Advised student designers in the sound design process for resident productions in the Krannert Center for the Performing Arts. Recruited and advised new graduate and undergrad students. Formulated new curriculum for sound design.

RESIDENT COMPOSER / SOUND DESIGNER, ORGANIC THEATER COMPANY: CHICAGO, IL — 2007 - 2020
Composed music and produced sound effects for productions of guerrilla store-front theater company; production of public relations audio content; and audio consultant.

AUDIO DIRECTOR & CO-FOUNDER, MUTINY GAMES: NEW YORK, NY — 2011 - 2013
Acquired and recorded vocal talent, composed music, designed sound effects and executed audio programming for video game and interactive products produced by an independent game company.

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RESEARCHER, NATIONAL CENTER FOR SUPERCOMPUTING APPLICATIONS: URBANA, IL — 2009 - 2013

Collaborated on several academic research projects including the development of a software framework created to support the use of virtual environments by researchers in the arts and the development of technologies to facilitate presentation of live Japanese cultural events between multiple remote venues.

DEVELOPER, COALMARCH PRODUCTIONS: CARY, NC — 2006

Developed foundational elements for a customizable job tracking system; and designed and maintained databases and servers.

RESIDENT COMPOSER / SOUND DESIGNER, NEW THEATRE: MIAMI, FL — 2005 - 2006

Composed music and produced sound effects for productions of award-winning small theater company; named associate artist in 2004; production of public relations audio content; and audio consultant.

RESIDENT COMPOSER / SOUND DESIGNER, PLAYMAKERS REPERTORY COMPANY: CHAPEL HILL, NC — 2001 - 2006

Composed music, and produced sound effects for productions of top-tier regional theatre company; consulted on sound reinforcement for productions; coordinated purchasing, repair and maintenance of sound equipment.

DEVELOPER, PBM GRAPHICS, INC.: DURHAM, NC — 2000 - 2006

Developed several automated software solutions for prepress workflow; designed, implemented and maintained software solutions for job tracking, shipping and logistical management; designed and maintained databases and servers; and served as the corporate webmaster.

Education

University of Illinois, Champaign, IL; A.Mus.D., Music Composition, ABD
Northern Illinois University, DeKalb, IL; M.M., Computer Music and New Media, 2008
Ball State University, Muncie, IN; B.G.S., emphasis in Music Composition and Theatre, 2005

Skills

AUDIO / MIDI

Apple's Logic Pro*, Avid's ProTools*, Ableton Live*, Reaper*, Adobe Audition*, Audacity*, MOTU's Digital Performer*, Cycling 74's Max/MSP and Max for Live*, Pd, CSound, SuperCollider, Wwise*, FMOD, QLab*, SFX*, and a wide variety of additional analysis programs, plugins, software instruments, collaborative tools etc. Extensive experience with a wide variety of analog and digital hardware from manufacturers such as Yamaha, Avid, Midas, EAW, etc.

SOFTWARE DEVELOPMENT

Languages: AppleScript, Visual Basic Scripting, VB, C#*, ASP, C++*, C, Objective-C, PHP, Javascript*, Java*, JSP, XML, XSLT, HTML, CSS, jQuery, SQL, Python, PERL, and Common Lisp

Platforms: Windows, macOS, Unix, iOS, Android, Flash

Dev Environments: Visual Studio*, Xcode, Eclipse, Unity*, Unreal, Processing*

MISC

Final Cut Pro, Motion, After Effects*, Photoshop*, Watchout*, OBS*, Premiere, Vectorworks, Photography Bread-making, Candy-making

*indicates that I have taught undergraduate and graduate courses where the marked software/skill was a key component of the class

References

Available upon request.