

BIO

M. ANTHONY REIMER-

M. Anthony “Tony” Reimer’s award-winning compositions, sound designs, and interactive works have been heard and seen in venues across the country and internationally for more than 25 years. His undergraduate degree is from Ball State University, and his graduate work was done at Northern Illinois University and the University of Illinois at Urbana-Champaign. His passion is designing sound effects and writing music for live theatre, film, video games and interactive experiences. In addition to an active freelance career in theatrical sound design, Tony has also served as a sound designer and composer on many video projects and as the audio director and composer for the Mutiny Games company. Additionally, he designed and implemented multiple interactive installations and data sonification projects nationally and internationally. Currently, Tony teaches theatrical sound design and arts technology at Illinois State University. He has served as a researcher at the National Center for Supercomputing Applications, where he worked on projects that aid collaborative efforts among artists, including things like a framework for collaborative development of multi-user virtual worlds, audience interaction technology through the use of mobile devices, and support for telematic (a.k.a., co-located) performances. A complete list of works and other materials can be found at: <http://www.toneguy.net/about.html>.

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