

PAUL PAROCZAI

4795 6th Avenue West, Vancouver, BC V6T 1C4 | (310) 650-0718 | paulparoczai@gmail.com | www.paulparoczai.net

EDUCATION

Simon Fraser University Masters of Fine Arts	2014-2017
University of California, Berkeley (Phi Beta Kappa) Bachelor's Degree in Music	2010-2012
University of California Davis Music Major	2008-2010

PRINCIPAL TEACHERS

Simon Fraser University Arne Eigenfeldt Martin Gotfrit	2014 – 2017 2014 – 2017
UC Berkeley Ken Ueno Franck Bedrossian Richard Taruskin Holley Replogle-Wong	2011 – 2012 2010 – 2011 2010 – 2012 2011 – 2012
UC Davis Pablo Ortiz Christian Baldini D. Kern Holoman	2009 – 2010 2008 – 2010 2008 – 2010

WORK EXPERIENCE

Greenhouse Studios Audio Programmer Design musical AI systems in browsers using the Web Audio API.	2021 - Present
British Columbia Arts Council Professional Development Program Mentor Provide instruction in the Web Audio API to BCAC Professional Development Grant Recipient Kivanc Tatar.	2021 - Present
Freelance Audio Artist and Programmer Create audio content and software for a variety of film, theatre, new media, and digital presentations.	2014 - Present
Simon Fraser University Research Assistant Researched physical modeling synthesis for Martin Gotfrit's "Ghost in the Machine" as well as machine learning and generative music techniques for Arne Eigenfeldt and the Generative Media Project.	2014 - 2018
Simon Fraser University Teaching Assistant Served as a TA for FPA 104 (Music Fundamentals), FPA149 (Sound), and IAT340 (Sound Design)	2014 - 2015
American Martyrs Church, Manhattan Beach, CA Sound Technician Operated sound boards for weekly masses and live-mixed numerous ensembles of varied instrumentation	2013 – 2014

San Francisco Contemporary Music Players, San Francisco, CA

Graduate Fellow

2012 – 2013

Reporting to the Executive Director, executed tasks in Press Relations and Artist Information Management, Writing Editing, and Copy Editing, Public Events and Relations Management, and Production, Operations and Administration

UC Berkeley Arts Research Center, Berkeley, CA

Research Intern

2011 – 2012

Under the guidance of Berkeley professors, engaged in dialogue and research with other undergraduates on current topics from a wide variety of artistic fields, with specific focus on the interaction of art and public life

Marin Symphony, Marin, CA

Research Intern

2011

Researched source information for an original symphonic work commissioned by the Marin Symphony for the 75th anniversary of the Golden Gate Bridge

MUSIC

Dimension in the Clouds

2021

Film Score and Sound Design

Conor Wylie (presented at: Scapegoat Carnivale's Soliciting Prophecy)

MID-LIGHT

2021

Dance Film Score and Sound Design

Mahailia Patterson-O'Brien (presented at: Dancing on the Edge, Dance Victoria, PushOFF)

要是留著你 / IF [I WAS] TO RETAIN YOU

2019

Film Score and Sound Design

Gold Saucer Studios (presented at: PushOFF)

New Notations

2019

Generative Electronic Score

Remy Siu and Paul Paroczai (presented at: Gaudeamus Muziekweek)

Foxconn Frequency (No's. 1, 2, and 3)

2018

Generative Electronic Score

Hong Kong Exile (presented at: Gaudeamus Muziekweek, International Symposium of Electronic Arts PuSH International Performing Arts Festival, Sonica Festival, Prismatic Festival, , Factory Theatre, Cluster Festival X, JC Cube, Tai Kwun Centre for Heritage and Arts, Power Station of Art)

Vorbei

2017

Generative Music Software

Paul Paroczai (presented at: Fifth International Workshop on Musical Metacreation)

XXXX Topography

2016

Improvised electronic score

The Party (presented at: Simon Fraser University)

fruit-speak

2015

for MIDI keyboard

commissioned by Turning Point Ensemble

SOUND DESIGN

Movements

2016

Theatre Babelle

Anthropocene

2016

Simon Fraser University

Rivulettes 2015
Theater Babelle (winner: Samuel French Off Off Broadway Short Play Competition, nominee: Outstanding Sound Design – Jessie Richardson Theatre Awards)

Short History of a Small Town 2015
Barbara Adler and Paul Paroczai (presented at: Verses Poetry Festival: Word Circus)

Invisible Cities 2015
Popcorn Galaxies

INSTALLATIONS

Intraface 2015
SFU MFA Spring Show (presented at: Simon Fraser University)

LangLang Keyboard 2014
Hong Kong Exile (presented at: Your Kontinent Festival, FUSE, Club PuSH)

ARTICLES AND PUBLICATIONS

Generative Music in the Web Audio API 2021
Paper describing the creation of generative music using the Web Audio API (presented at: 2021 Web Audio Conference)

vorbei: A Generative Music System 2017
Paper describing a generative music system built in Max/MSP (co-auth: Arne Eigenfeldt (SFU) presented at: Fifth International Workshop on Musical Metacreation, 2017)

Canadian Music Center Magazine Concert Reviews 2014
Reviews of local new music concerts for cmcmagazine.com

“You Are What You Listen To” 2012
3 Part Series written for the San Francisco Contemporary Music Players Blog

San Francisco Contemporary Music Players Composer Q&A’s
Provided questions for Composers featured in SFCMP concerts; published with responses online and in printed programs 2012-2013

SOFTWARE PROFICIENCY

- Digital Audio Workstations: ProTools, Audition, Reaper, Ableton Live,
- Languages/Programming Environments: JavaScript (Web Audio API), Max/MSP, PureData, HTML, C++
- Game Engine Software: Wwise, FMOD, Unity
- Audio Plug-Ins: Waves, FabFilter, iZotope, SoundToys, Native Instruments, Arturia, Valhalla, Xfer, u-he