

Curtis McKinney

Curriculum Vitae

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Highlights:

- Video game industry experience as a game programmer, musical score composer, and sound designer. Releases include Hellgate: London for PC, and Infinite Overdrive, for iOS and Android.
- PhD in Computer Music and Sound Art.
- Technically skilled polyglot programmer with expertise in several fields, including interactive audio software design, procedural audio and graphics creation, gameplay programming, physics simulation, DSP programming, and multi-player game networking.

EDUCATION

Ph.D. Network Computer Music and Sound Art

Dec 14

Bournemouth University, Bournemouth England.

Thesis: “*Aesthetically Driven Design of Network Based Multi-User Instruments*”

Advisors: Alain Renaud and David John

Readers: Elaine Chew, Christos Gatzidis

M.F.A. Electronic Music & Recording Media

May 09

Mills College, Oakland, California.

Thesis: “*Chaos, Composition, and Control*”

Advisors: Chris Brown, Roscoe Mitchell, John Bischoff

B.M. Music Composition (with distinction), University of Oklahoma.

May 07

University of Oklahoma, Norman, Oklahoma

PROFESSIONAL EXPERIENCE

Sep 2013 – Present

Game Programmer And Sound Designer at Kuma Games

Duties include gameplay, engine, audio, and network programming, music composition, sound design, and gameplay design. Have had the pleasure of creating four new titles while at Kuma, including *Infinite Overdrive* which has been published for iOS, Android, OSX, and PC. Three other titles are pending release. All work has been done using the Unity 3D game engine.

Apr 2010 – Apr 2013

Instructor and Teaching Assistant at Bournemouth University

Taught courses, labs, and workshops at Bournemouth University. Subjects covered include creative coding practices involving sound synthesis with SuperCollider and Max/MSP, 3D graphics programming using Cinder, Processing, and Jitter, and Steinberg VST plugin programming.

Sep 2008 – May 2009

Networking and Composition Teaching Assistant to Pauline Oliveros

Provided networking as a means for Pauline Oliveros to teach from Troy, NY. Facilitated networked performances utilizing real-time video and sound exchange. Taught classes on creative use of open source audio programs, and on usage of field- recordings in music composition.

Sep 2008 – May 2009

Signal Flow Music Festival Coordinator

Successfully organized and coordinated the annual Mills College thesis concert festival series with hundreds in attendance.

Aug 2006 – Aug 2007

Composer and Sound Designer at Infinite Improbability

Composed music and for several contracts, including the multi-million dollar video game *Hellgate: London*, created by Flagship Studios and published by Namco Bandai, Electronic Arts, and HanbiSoft.

PUBLICATIONS

Jan 14

Infinite Overdrive, Kuma Games, LLC

Video game for PC, OSX, iOS, and Android. Published by Kuma Games LLC on the iOS App Store, Google Play, Amazon, and the Kuma Games website. Contributed game programming, and the entirety of the musical score and sound design.

Sep 12

OSCthulhu: Applying Video Game State-Based Synchronization to Network Computer Music

Conference paper presented at the 2012 International Computer Music Conference in Ljubljana, Slovenia.

Sep 12

3D Graphics Visualization of Network Based Multi-user Instruments

Conference paper presented at the 2012 Live Interfaces: Performance, Art, and Music conference in Leeds, England.

Mar 12

Inner Ear Brigade – Rainbro (CD), AltrOck Productions, release Alt-025

Performed electric bass on this progressive alt-rock album with the band Inner Ear Brigade of San Francisco.

Mar 12

Glitch Lich: Evolution of An Intercontinental Laptop Band

Conference paper presented at the Symposium for Laptop Ensembles and Orchestras 2012, and published in the conference's proceedings.

Feb 12

PowerDove/ BobCorn (7" split), North Pole records, release NP26

Ambient electronics and composition provided for folk album released on North Pole records, release NP26.

Jul 11

Leech: BitTorrent and Music Piracy Sonification and Visualization

Conference paper presented and piece performed at the Sound and Music Computing Conference 2011. Nominated for best paper of the conference.

May 11

Composition, Chaos, and Control

Master's thesis written at Mills College in Oakland, California, dealing with my construction of algorithmic and generative composition and performance systems utilizing feedback and recursive synthesis. Published in the Mills College archives.

06 -07

Hellgate: London, Flagship Studios

Composed and performed music for the multi-million dollar video game Hellgate: London, created by Flagship Studios and published by Namco Bandai, Electronic Arts, and HanbiSoft.

Apr 06

Strange Loop #1

Paper written on the UROP grant funded piece Strange Loop #1. Presented at the University of Oklahoma's Undergraduate Research Day symposium.

Sep 05

Moment Trio – Constructions One (CD), Maritime Fist Glee Club records and FoxGlove records, foxglove094/ahoy012

Mastering and production for CD recording released on Maritime Fist Glee Club records.

TECHNICAL EXPERTISE

Programming Languages:

Haskell C C# C++ Javascript HTML5 CSS Java SuperCollider Max/MSP Lua GLSL HLSL CG Shell

Game Engines:

Unity 3D, Ogre, Necronomicon (Engine that is currently being home-brewed by myself and my brother Chad McKinney).

Tools:

Fmod, Wwise, Virtual Studio, Xcode, QtCreator, Textmate, Sublime Text, git, svn, mercurial, valgrind

API's, Frameworks, and Libraries:

.NET, OpenGL, OpenAL, Bullet, Box 2D, Cinder 3D, Qt, Steinberg VST API, Processing, Boost

Musical:

Composed over 200 individual pieces, including orchestral, electronic, experimental, and popular idioms proficient in several musical instruments and musical skills: Electric Bass, Contrabass, Computer Musician, Audio Engineer, Sound Design, Orchestration, Conducting, Music Theory, Aural Skills, and Dictation.

Software:

Video game sound design software(FMOD, and Wwise)
Recording software suites(Pro Tools, Nuendo, Cubase, Logic, Audacity)
Video editing software suites(Final Cut Pro, Adobe After Effects, Adobe Premiere)
Office suites (Microsoft office, Open Office)

Operating Systems:

Linux, OSX, Windows

HONORS, GRANTS, AND AWARDS

Nov 12

Commission granted by Tate Britain to create a sound-art installation for a BP funded BP Saturdays event held on November 3rd 2012. Thousands in attendance.

Jun 12

Selected to talk at the TEDxSussex TED talk held at Sussex University in Brighton, England.

Jul 11

Nominated for best conference paper at the Sound and Music Computing Conference held in Padova, Italy for the paper Leech: BitTorrent and Music Piracy Sonification.

Jul 10

Commission granted by SCAN and Bournemouth City Council to create the network music installation Flow for the Public Domain festival.

Apr 10

Studentship awarded to fully fund pursuit of a PhD in Network Computer Music and Sound Art at Bournemouth University.

May 09

Frog Peak Collective Award, given for building musical communities.

Aug 08

Graduate Music Alumnae Scholarship, Mills College.

Jul 08

Village Radio Nomade Project selectee, Selected for inclusion in a collaborative radio broadcast across Europe..

May 07

Graduate Research Opportunities Program Grant, Mills College, to construct the piece Red King Snoring vs. The Octopus Knight.

Oct 07

60x60 project selectee, For the composition *Organism #1*.

Apr 06

Undergraduate Research Opportunities Program Grant, awarded to construct the piece Strange Loop #1.

May 06

OU Percussion Composition Contest winner, for the piece *13 Energon Cubes*.

Aug 05

Kirkpatrick Memorial Scholarship, University of Oklahoma.

May 04

Paul Huneke Memorial Award in Composition, University of Oklahoma.

2003

Kirkpatrick Memorial Scholarship, University of Oklahoma.