

Richard F. Graham, Ph.D. - Artist & Educator - Résumé

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I am an active music producer/composer, guitarist/performer, and published researcher with strong leadership, writing, and editing skills. I have been an educator in private and public sectors in the United States and the United Kingdom for over 15 years. I specialize in music technology and computer science subjects with a specific focus on interactivity, electronic music synthesis, digital signal processing, and performance systems design for digital musical interfaces and traditional musical instruments.

Education

Doctor of Philosophy (PhD) in Music and Music Technology - Ulster University, N. Ireland, 2012

Ableton Certified Trainer - Ableton AG, Berlin, 2011

Master of Music (MMus) in Music/Music Technology - Ulster University, N. Ireland, 2008

Bachelor of Science (BSc) Music Technology - SARC at Queen's University, N. Ireland, 2006

Grade 8 (Professional Level) in Guitar Performance - Trinity College of Music, London, 2002

Experience

Stevens Institute of Technology, College of Arts and Letters, Hoboken, NJ, USA.

Assistant Professor of Music and Technology, September 2012 – Present.

- I was the co-founder of the Sensory Computation / Experimental Narrative Environments Lab in 2016. My main research topics included virtual reality (VR) as an incubator for interactivity issues, spatial audio as a tool for music composition and production, and sonification.
- I presented papers and performed original music at conferences, conventions, and festivals, including the AES International Conference on Audio for Virtual and Augmented Reality and the International Computer Music Conference. I have published in major journals and conference proceedings including the Computer Music Journal and the New Interfaces for Musical Expression conference.
- I was an invited lecturer, artist, and guest speaker at research institutions and undergraduate and graduate programs, including MIT, Berklee College of Music, Bell Labs, American University, Trinity College Dublin, University of Limerick, and the Sonic Arts Research Centre, STEIM, and EMS.
- I mentored students on study plans, scholar's projects, bachelors and masters theses, and senior engineering projects. I managed budgets, course evaluations, curriculum development, and collaborated extensively with Stevens' undergraduate admissions office on student recruitment. I also served on the graduate curriculum committee and graduate school academic integrity board from 2014 - 2016.

Freelance Musician and Media Arts Educator, Greater NYC Metropolitan Area, USA.

September 2012 – Present.

- My music has featured on British national radio, including live sessions for BBC Radio 1, and has been synchronized by television networks in the United States and United Kingdom, including MTV (US) and Channel 4 (UK). My music has also been authored for the Rock Band Network.
- I provide private instruction on Ableton Live, Reaper, Pro Tools, Cubase, Pd, Max/MSP, and Max for Live.
- I am a professional guitar instructor of advanced performance styles and multi-genre repertoire.

Programming Languages and Other Hardware/Software:

- Pd, C, C++, C#, Unity, BeagleBone, Heavy, Pi, Vive, Oculus, Max, Teensy, Supercollider, Processing, JS, HTML5, CSS, Clojure, Illustrator, InDesign, Photoshop, Python, EagleCAD, Office.