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Education

- Bowling Green State University, Bowling Green, OH (2000-2005)
Bachelors in Music Composition, cum laude
- Harvestworks digital media center, New York, NY (2006)
Introduction to Jitter, Interactive Technology For Dancers, The Art of Hardware Hacking
- 3LD Art and Technology Center, New York, NY (2007)
Live-I workshop with Mark Coniglio and Bjork
- Lemurplex, Brooklyn, NY (2007) – ongoing internship
Wireless MIDltron with Eric Singer
- Private Instruction: Mastering, EQ, and Live Sound with Jody Elff
- Private Instruction: Composition and Development with John Hollenbeck

Profficient in: (Mac and PC)

-Max/MSP/Jitter & Pluggo	-Pro Tools HD
-Isadora	-Sibelius 3
-Ableton Live	-Sonar (Producer edition)
-Logic Audio Platinum	-Reason

Specializing In:	-multi-channel sound processing	-VST plug-in development
Max/MSP/Jitter	-pitch-tracking synthesizers	-video-tracking/ live video
Isadora	-sensor technology/ custom MIDI	-virtual MIDI interfaces/ GUI's
MIDltron	interfaces	-synchronizing programs/ hardware w/ MIDI,
	-Open GL	virtual MIDI

Live Sound

Wind-Up Bird Chronicle (2008)

3LD Art and Technology Center, New York NY

Sound Designer

- created and executed sound cues using Ableton Live
- live mixing and vocal reinforcement using wireless mics

Shutter (2007) -workshop

Siti Company & 3LD Art and Technology Center, New York, NY

Programming Teacher, Sound Designer

- interactive sound and video system using sensor technology, video tracking, and actor's speech
- part of a 2 day workshop, showing how to build a one-man Max/MSP/Isadora theater system

Milk and Honey (2007)

3LD Art and Technology Center, New York, NY

Sound Op, co-Sound Designer, co-Composer

- wrote and recorded violin music with 4-channel processing
- composed original synth tracks [Reason]
- created 4-channel fx and MIDI cue system, networked to video and sound CPU's
- detailed wireless mic placement for actors
- live sampling from actor mics, live mixing and cueing for performances
- mobile bull-horn system attached to shopping cart for sound cues and vocal fx

Losing Something (2007)

3LD Art and Technology Center, New York, NY

Sound Op, Sound Designer

- built a sequence of sound cues, used in live performance
- designed original 4-channel sound processing
- conducted recording sessions with actors for timing
- operated wireless mic and headset systems
- provided live audio feeds for video cameras
- post-production work for video characters
- mixed sound cues, video sound, and live actor mics in 5.1 surround sound

Film-Makers Coop 3rd Annual Benefit Concert (2007)

Angel Orsantz Foundation, New York, NY

Sound Crew

- speaker/mic runs, various mic-placement configurations for Phillip Glass and 10 other groups

SOHO Art Parade (2006) : Progstrament with Michael Portnoy*Sound Op., Sound Designer*

- pitch-following vocal orchestra synth, with wireless mic and mobile rickshaw speaker system

Other Max/MSP/Jitter programming	Description	Year
Random Line-Walk	3D line drawings based on J. P. Sethna's studies on entropy video projections for 3LD production, <i>Losing Something</i>	2007
Interactive Landscape	3D landscape with interactivity via multi-sensor interface developed with Harvestworks for 3LD grand opening	2006
Chroma-Key/ Sequencer	Chroma-key patch for green-screen and video-sequencer tech assistance for Coco Fusco's <i>A Room of One's Own (PS 122)</i>	2006
Comm (Unity + Llab)	Interactive video installation reacting to the sound of live participants; Honors Project for Bachelors Degree at BGSU	2005

Special AchievementsHarvestorks Scholarship Recipient 2007
Eagle Scout**References Available Upon Request**