

Stewart Blackwood

Sound Designer/Composer/Creative Coder

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Curriculum Vitae

Work Experience

Carnegie Mellon University, School of Drama, August 2023 – Present

Assistant Professor of Composition and Sound Design

- Created and taught composition and coding courses focusing on creating sonic environments for live productions.
- Mentored MFA and BFA students through various levels of audio focused artistic projects.
- Advising on career, thesis, and academic work for sound design focused students.

Boomcloud360, March 2022 – July 2023

Audio Experience Engineer

- Created bespoke spectral audio analysis tools.
- Created production algorithms/platform tunings.
- Live demonstrations/presentations of next-gen technology.
- Created novel headphone-based spatial audio filter generation technology.
- Conducted and refined critical user acceptance tests for production releases.

Academic Papers & Grants

Master's Thesis – A Methodology for Creating Theatrical Spatial Sound Experiences

Norman Design Recipient – Creating Tools for Spatial Audio Trajectories

USITT Sound Commission – Creating MIDI Instruments for Use in Live Theater

GSA Travel Grant UCSD

KSU Flash Grant Recipient: Macbeth, 2016

Teaching Experience

<i>Introduction to Sound Design</i>	Carnegie Mellon University	(2024)
<i>Sound Design for Non-Linear Story telling</i>	Carnegie Mellon University	(2024)
<i>Composition for Theatrical Sound Design 2</i>	Carnegie Mellon University	(2024)
<i>Coding and Control for Theatrical Sound Design</i>	Carnegie Mellon University	2023
<i>Composition for Theatrical Sound Design 1</i>	Carnegie Mellon University	2023
<i>Sound Design Practicum</i>	UC San Diego	2021 - 2022
<i>World Building in Unity Pt. 1 & 2 ^</i>	UC San Diego	2021
<i>Introduction to Theatre Design *</i>	UC San Diego	2020
<i>Great Performances on Film *</i>	UC San Diego	2020 - 2021
<i>Introduction to Theater *</i>	UC San Diego	2019
<i>Lighting & Sound Practicum~</i>	Kent State University	2018
<i>Audio Editing for Podcasts ^</i>	Black Squirrel Radio	2016-2018

Education

Master of Fine Arts – Sound Design for Theater & Dance, UC San Diego

Bachelor of Fine Arts – Sound Design & Technology, Kent State University

Student Mentoring

<i>Lear</i>	Carnegie Mellon University	St. Ray Morgan	2023
<i>Task Manager's Normal Day</i>	UCSD Honor's Thesis	St. Stephen Lightfoot	2021
<i>MSG</i>	UCSD	St. Kate Mcleod	2020
<i>New Directions</i>	UCSD	St. Various	2020
<i>Mr. Burns</i>	UCSD	St. Hailey Brown	2020
<i>Suessical Jr.</i>	Hangar Theater	St. Raigan Williams	2018
<i>Black Squirrel Radio Podcasts</i>	Black Squirrel Radio	St. Various	2016-2018

Theatre Sound Design

<i>Fatherland*</i>	Manhattan Theatre Club	Dir. Stephan Sachs	2024
<i>Dial M for Murder*</i>	Pittsburgh Public Theatre	Dir. Celine Rosenthal	2024
<i>Fatherland*</i>	The Fountain Theatre	Dir. Stephan Sachs	2024
<i>Napoli Milionaria *</i>	UCSD: Potiker Theater	Dir. Marco Barricelli	2022
<i>51 Barrio!</i>	UCSD: Potiker Theater	Cgph. Patricia Huerta	2021
<i>Sotoba Komachi *</i>	UCSD: Forum Theater	Dir. Michelle Hyunh	2021
<i>Heap *</i>	UCSD: Remote Production	Dir. Colette Robert	2021
<i>Proof of Love *</i>	Black Lives Black Words	Dir. Kyle Haden	2020
<i>La Cage</i>	Cygnnet Theater	Dir. Sean Murray	2020
<i>Ironbound</i>	UCSD: Arthur Wagner	Dir. Emily Moler	2020
<i>Winter's Tale *</i>	Island Shakespeare Festival	Dir. Kyle Haden	2019
<i>Midsummer Night's Dream</i>	Island Shakespeare Festival	Dir. Jackie Apodaca	2019
<i>Godspell Jr.</i>	Cleveland Playhouse	Dir. Mariah Burks	2019
<i>Wild Fire and The Bird Scouts *</i>	Cleveland Playhouse	Dir. Luke Brett	2019
<i>Feed *</i>	Cleveland Playhouse	Dir. Pamela DiPasquale	2019
<i>Amazing Tale of The Backyard Adventure *</i>	Hangar Theatre: Kiddstuff	Dir. Christopher Nunez	2018
<i>The Transition of Doodle Pequeño *</i>	Hangar Theatre: Kiddstuff	Dir. Kyle Haden	2018
<i>Death Comes to Us All, Mary Agnes</i>	Hangar Theatre: The Wedge	Dir. Christopher Nunez	2018
<i>A Brief History of America *</i>	Hangar Theatre: The Wedge	Dir. Kyle Hayden	2018
<i>Pan-African Tales *</i>	Pan-African Theatre Ensemble	Dir. Tameka Ellington	2018
<i>Emilie *</i>	Kent State University	Dir. Courtney Brown	2018
<i>Hedda Gabler *</i>	Kent State University	Dir. Cory Atkins	2018
<i>Haunted School House and Lab *</i>	Factory of Terror	TD. Liam Roth	2017
<i>Dance '17 Mosaic *</i>	Kent State University	Dir. Jeffery Rockland	2017
<i>Little Women</i>	Kent State University	Dir. Terri Kent	2016
<i>Macbeth *</i>	Kent State University	Dir. Fabio Polanco	2017
<i>Women Beware Women *</i>	Rubber City Theatre	Dir. Dane Leasure	2015
<i>The Tell-Tale Heart</i>	Kent State University	Dir. David Holland	2015
<i>Omega Man</i>	Kent State University	Dir. Hannah Graham	2015
<i>Dance '15 Moving Parts</i>	Kent State University	Dir. Joan Meggit	2015
<i>New Works Festival</i>	Kent State University	Dir. Danny O'Donnell	2014
<i>Woodsman</i>	Kent State University	Dir. Jeremie Newcomb	2014

* Denotes original composition

Composition for Theatre & Film

<i>Catharsis</i>	Maelstrom Collaborative Arts	Cgph. Grace Wen	2023
<i>Rise of the Bronze Dragon*</i>	Kardos Animation	Dir. Nicholas Kardos	2023
<i>Pia's Wonderous Adventures in Txlandia*</i>	UCSD, CallIT2 Ideas Grant	Dir. Robert Castro	2021
<i>Ubiquity*</i>	UCSD (In-Development)	Dir. Garret Schulte	2019
<i>Basement*</i>	KSUIF	Dir. Rachel Ramras	2017
<i>Intimate Apparel</i>	Kent State University	Dir. Fabio Polanco	2017
<i>Khaye Feygl</i>	Kent State University	Cgph. Jeffery Rockland	2017

* Denotes film

Assistant Sound Design

<i>Man in Love</i>	UCSD: Mandel Weiss Theatre	SD. MaeAnn Ross	2019
<i>Sweat</i>	Cleveland Playhouse	SD. Jane Shaw	2018
<i>Xanadu</i>	Hangar Theatre	SD. Sean Hagerty	2018
<i>Dolls House pt.2</i>	Hangar Theatre	SD. Josh Maywood	2018
<i>Chicago</i>	Hangar Theatre	SD. Todd Hutchinson	2018
<i>Into the Woods</i>	Kent State University	SD. Cory Kosman	2016
<i>BFA/SDF Dance</i>	Kent State University	SD. Shane Cutlip	2015

Audio Engineer

<i>Beulah Rowely</i>	NYC Workshop	Dir. Judith Dolan	2021
<i>Theater Academy *</i>	Cleveland Playhouse	PM. Penny Zaletel	2019
<i>Hay Fever</i>	Cleveland Playhouse	PM. Penny Zaletel	2018
<i>Hi, Are You Single</i>	Cleveland Playhouse	PM. Penny Zaletel	2018
<i>Newground Theatre Fest *</i>	Cleveland Playhouse	PM. Penny Zaletel	2018
<i>2018 Theatre Academy</i>	Cleveland Playhouse	PM. Penny Zaletel	2018
<i>All Shook Up</i>	Kent State University	SD. Courtney Jean	2018
<i>Thoroughly Modern Mille *</i>	Kent State University	SD. Cory Kosman	2016
<i>Sideshow *</i>	Kent State University	SD. Nicholas Drashner	2015
<i>KDE Dance Show</i>	Kent State University	SD. Charles Korecki	2015
<i>House of Blue Leaves</i>	Kent State University	SD. Shane Cutlip	2014
<i>My Heart is a Drum</i>	Kent State University	SD. Charles Korecki	2014
<i>Hot Mikado *</i>	Kent State University	SD. Nathan Rosmarin	2014

* Denotes live mixing

Residencies, Related Experience, & Professional Affiliations

AES Member	2019-2023
SEAMUS Member	2019-2023
TSDCA Member	2018-2023
Maelstrom Collaborative Arts, Four Futures Artist: Rentism	2021
Maelstrom Collaborative Arts, Digital Performance R&D Cohort Member: Interactivity	2021
Maelstrom Collaborative Arts, Digital Performance R&D Cohort Member: Presenting	2021
Hangar Theatre, Sound Design Fellow	2018
Kent State, Audio Engineer	2017-2018
Black Squirrel Radio, Technical Director	2016-2018

Multimedia, Interactivity, Software Development

59 Acres– (2024) (In collaboration with La Jolla Playhouse and UCLA)

Developer & Technical Sound Designer

59 Acres is an extension of the 32 Acres and 200 Acres project. This is being produced for La Jolla Playhouse's WOW festival. It is based on the framework developed throughout 32 and 200 acres. This iteration will incorporate a deeper sense of user decision into the geolocated sound process.

(Unity, FMOD, C#, Firebase)

200 Acres– 2023 (In collaboration with Penn State and UCLA)

Developer & Technical Sound Designer

200 Acres is an extension of the 32 Acres project done for Penn State. It is based on the framework developed throughout 32 acres. For this iteration, we integrated Firebase which allows for improved data ingestion, versioning, and asset updates.

(Unity, FMOD, C#, Firebase)

Audio FX Toolkit– 2022

Software Developer - [Link](#)

This is a software package for the Unity game engine written in C#. It allows for rapid audio effect prototyping. It does this by providing several useful DSP classes, example implementations, and extensive documentation. (C#, Unity, Doxygen)

Spaces, Between– 2022

Software Developer & Sound Designer

This is a piece created for the composer Lydia Brindamour. It involved writing a Max/MSP patch that amplified only the resonant harmonics of a piano as well as spatializing the quintet of string instruments to move around the room in a circle slowly. I used the VBIP spatialization algorithm and a ring of eight speakers encircling the audience. (Max/MSP, Javascript)

32 Acres– 2021 (In collaboration with Center Theatre Group and UCLA)

Developer & Technical Sound Designer - [Link](#)

32 Acres is an app developed for the LA State Historic Park & presented by *Center Theatre Group*. It is a sound walk that tracks the user's location to trigger audio playback. The experience was created/written by Marike Splint. The music and sound content were created by Jonathon Snipes. It was available on Google Play and the iOS App Store. (Unity, FMOD, C#)

Terra Firma– 2021

Developer, Co-Creator, Composer

Using AR software and printed images of tree seeds, the user was empowered to create an environment where the participant can wander aimlessly through the forest of their creation. All the trees were from different times and places but held one thing in common; they are extinct. (Unity)

Epoch– 2021

Co-Creator, Composer, Sound Designer, Co-Video/Projections Design

A multimedia experience dedicated to the exploration of time. Using a combination of video effects exploring time, we invited the audience to experience an interactive art-making experience. We edited and distorted a reproduction of an image of the audience on multiple surfaces by recording their gestures in real-time. It used live video feed, generative music, lighting, custom interactivity programming, and multiple projectors. (Max/MSP, Jitter, OBS)

Spatial Sound Suite– 2021

Developer & Programmer - [Link](#)

A suite of object-based spatial audio tools & algorithms implemented in Javascript, C++ (with JUCE), and Max/MSP. The equipment for this work was funded in part by the Norman Design Fund. (C++, JUCE Framework, Javascript, Max/MSP)

Little Anarchist– 2020

Developer & Programmer - [Link](#)

Little Anarchist is a cascading distortion audio plugin. It utilizes waveshaping, clip, and soft distortion techniques. Included is a one-pole filter that allows the user to choose which part of the audio signal they would like to distort. Free to the internet.

(C++, JUCE Framework)

Reflected Voices – 2020

Lead Developer, Composer, Sound Designer, Programmer - [Link](#)

Reflected Voices is a virtual sound-art installation. It was created and programmed in the Unity game engine. The audio was mixed and mastered in Ableton utilizing multichannel Binaural simulation. 3D Models were created in the program Blender. Presented in UC San Diego's Fringe Lab Festival. (Unity, Blender)

The Visualizer – 2019

Developer & Programmer

The Visualizer is a Max for Live device that allows the user to create 3D, real-time, geometric video designs. It has the ability to react to sound, vary in size, change color, change shape, etc. Utilized as a part of R&D at Maelstrom Collaborative Arts. Free to the internet. (Max/MSP, Jitter, Ableton)

VFX Processor for Feed – 2019

Control Interface Design, Composer, Sound Designer

Created an Ableton-based, vocal-effect-processing control interface. It allowed the actors to affect their voices in real-time: pitch bending, delay/reverb, chorus, and DJ-style sound effects. Utilized at the Cleveland Playhouse. (Ableton)

Slow No Wake – 2018

Composer, Sound Designer, Control Interface Design

Created original soundscapes, field recordings, and music for an art piece in Maelstrom, Collaborative Art's event *Bricolage*. A custom Ableton control interface was created for use in this project. (Max/MSP, Ableton)

Haunted School House and Laboratory – 2017

Composer, Sound Designer, Interactivity Designer

Designed a new sound system and composed all new music for a nearly fifty-year-old haunted house. Eighty-four speakers were hung, and two hours of music were written for the theme park. (Arduino, Max/MSP)

Summary of Skills

Audio Software : Ableton, Reaper, Logic, Musescore, QLab, FuzzMeasure, Smaart, Vectorworks, Canvas, Izotope, REW, SFX, macroLab, Sound Particle U

Composition : Extended Techniques, Electro-Acoustic Composition, Computer Music, Classical, Jazz, Indie, Pop, Ambient, Guitar Pedagogy, Orchestration, Counterpoint, Arrangement

Sound Reinforcement : Console Programming/Routing, Spatialization System Design, Instrument Mic-ing Techniques, Wireless Microphones, Live Mixing, Dante, Interactive Technology, RF Coordination, Dante Certified, Shure Integrated Systems Certified,

Computing : Max/MSP/Jitter, Git, Python, Unity, Pure Data, Software Development, JUCE Framework, C#, C++, Arduino, Max for Live, VST Programming

Video : Isadora, Qlab, OBS, Jitter, GEM, Adobe After Effects, Adobe Premiere, Photoshop, Illustrator, Blender

Awards

Award in Sound Design: Macbeth, 2018 (SETC)

Rubensahl Technical Theatre Award, 2018 (KSU)

Outstanding Sound Design: Macbeth 2017 (APO)

Outstanding Sound Designer 2017 (APO)

Outstanding Undergraduate Musician, 2017 (KDE)

Outstanding Sound Design: Tell-Tale Heart 2016 (APO)

Outstanding Sound Designer, 2017 (APO)