Johnny Tomasiello

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Academic:

2002-2003	**New York University**
New York, NY	Master of Science in Digital Imaging and Design Thesis: *The Contemporary Interpretation of Mythological Themes*
1992-1996	**Rutgers University**
New Brunswick, NJ	Bachelor of Science in Psychophysics 4-year research grant at The University of Medicine and Dentistry of New Jersey Thesis: *Music and its Effects on Human Physiology*
1992-1994	**Brookdale Community College**
Lincroft, NJ	Electronic music composition and production program, concurrent with study at Rutgers Thesis: *The Historical Musicology of Contemporary Electronic Composition (post 1970)*
1991-1992	**Maryland Institute, College of Art**
Baltimore, MD	Fine art foundation Emphasis: painting

Published Texts & Lectures:

2024	Lectured at Ircam in Paris on the newest iteration of his EEG music translation software and published work *Deriving Synchrony: A Real Time Interactive Brainwave-to-Music Translation Performance System.*
2022	Lectured at NYU on his EEG music translation software and published work *Moving Towards Synchrony*, *a Brainwave to Music Translation System.*
	This piece is an immersive audio and visual work whose purpose is to explore the reciprocal relationship between electrical activity in the brain, as well as other biorhythms, and external stimuli that has been generated and defined by those same physiological events.
	Ultimately, the aim of the work is to present an interactive computer-assisted compositional performance system as an installation artwork and to teach participants how to influence a positive change in their own physiology by learning to influence the functions of the autonomic nervous system. In addition to the neuroscience concerns mentioned above, this work is designed to explore the validity of using the scientific method as an artistic process. The methodology will be to create an evidence-based system for the purpose of developing research based projects.
	The project collects physiological data through non invasive neuroimaging by means of a Brain Machine Interface (BMI) designed in Max 8. Brainwave and heart rate data are used to generate realtime and interactive music and visual compositions which are simultaneously experienced by a subject. The melodic and rhythmic content, as well as the visuals, are derived from, and constantly influenced by, the subject's EEG and heart rate readings. A subject, focusing on the generative stimuli, will attempt to elicit a change in their physiological systems through their experience of the bidirectional feedback.
	Lectured at IRCAM, Paris on his physical motion translation software and published work *A System for the Synchronous Emergence of Music Derived from Movement.*
	This piece is an immersive audio and visual work whose purpose is to explore an intentional relationship between the movement of an artist's hand (brush or pen, etc.) and a generative interactive computer-assisted compositional and performance system that is directly informed by those movements, in real-time.
2021	Publication of *Moving Towards Synchrony*, *a Brainwave to Music Translation System in Performance* on Backslash.lit. https://backslashlit.com/issues/5/johnny-tomasiello
	Lectured at IRCAM, Paris on his EEG music translation software and published work *Moving Towards Synchrony.*
2020	Publication of *Moving Towards Synchrony*, *a Brainwave to Music Translation System in Performance* on Cycling '74's website, the creators go Max/MSP, the software used to create the project. https://cycling74.com/projects/moving-towards-synchrony

Teaching Experience

2024	Ircam, Paris lecture on *Deriving Synchrony: A Real Time Interactive Brainwave-to-Music Translation Performance System*
2022	NYU lecture on *Moving Towards Synchrony*, *a Brainwave to Music Translation System.*
2021	Ircam, Paris lecture on *A System for the Synchronous Emergence of Music Derived from Movement.*
2005-2014	Teaching technology classes at the local nonprofit organization (NPO) The Native Bean. Classes included music composition/production, filming, editing and compositing, and web design.

Recent Exhibitions:

2024	*Deriving Synchrony* live performance at NEEMfest (North Eastern Electro Music Festival.
2023	"Cities Blocks" exhibition at The Masa7a Gallery (in collaboration with Samia Halaby).
2022	"Cities Blocks" exhibition at Kunsthall Oslo, in Norway (in collaboration with Samia Halaby). https://kunsthalloslo.no/?p=13343&lang=en

Awards and Honors:

2022	Compositing work on the Clio Award winning commercial *Redraw Your World* for Cartoon Network. Lectured at NYU on his EEG music translation software and published work *Moving Towards Synchrony*, *a Brainwave to Music Translation System.* Exhibition of the series of audio & visual works *Cities Blocks*, in collaboration with the artist Samia Halaby, at gallery in Oslo, Norway Release of a collection of solo experimental and improvisational electronic music titled *Chaos, Dusk, & Parallels*. The material was performed and produced by me using software the I wrote specifically for the project. https://music.apple.com/us/album/chaos-dusk-and-parallels/1631893201 Lectured at IRCAM, Paris on his EEG music translation software and published work *A System for the Synchronous Emergence of Music Derived from Movement.*
2021	Accepted to the New York University Master of Music in Music Technology. Created a collection of original interactive recordings with my custom software and physiological interface. Wrote, produced and performed an original score for the short the film *Ten, Thirteen, Twelve.*
2020	Awarded Max 8 Certification.

	Consulted with Interaxon on the use and features on their Muse EEG capture software.
	Completed EEG data capture software.
2019	Produced and performed original music licensed to MTV, VH1, Showtime, Amazon and Viacom.
2018	Completed first hardware/physiological interface prototype.
	Earned “Official Selection” from The Future of Storytelling, The Manchester Film Festival, The Vancouver YVRFF, and the Raindance Film Festival for the 4D VR project Peroration Six, by Floating Points, in collaboration with Fabien Coupez and Yannick Leblanc.
	Completed Virtual Reality music video *Peroration Six* by Floating Points.
2017	Supported design and implementation of custom hardware and software for VR applications.
2005-2016	Launched and maintained hifidesign, LLC, a visual effects, live visual performance. music production, and music licensing entity.
2004	Awarded “VFX Short of the Year”, for *One Little Fish Named Yo!* from The New Orleans Canal Street Projection Project.
	Awarded “Work that Stretches the Limits of Design to Create 3D Work with 2D Tools", for *Samurai* illustration from pluginz.com (toolfarm).
2003	Completed Master of Science in Digital Imaging and Design.
1997-2003	Continued commercial music composition, licensing, recording and performance.
1996	First commercial publishing of original music for Liquid Sky, NYC.
	First commercial licensing of music for Showtime, MTv, VH1 and Comedy Central.
1995	Awarded 4-year research grant at University of Medicine and Dentistry of New Jersey to study the physiological effects of musical stimuli.

Residencies:

2020	Performing artist residency at Tsunami Bass, in Brooklyn, NY, 2018 - 2020.
2000-03	Curated and hosted weekly live radio broadcast and performance on Princeton University’s WPRB 103.3.