

B R I A N H E L L E R

audio engineering

technical support

education

composition

Audio Education Curriculum Vitae

Current through 2010

Please see Client/Credit List for other professional work

Sound Arts Program, Minneapolis Community & Technical College (1999-present)

MCTC's Sound Arts program is a career-oriented liberal arts 2 year A.S. degree. The program is a well-balanced combination of theory and practice with a focus on pedagogy. Coursework is built around a core of analog and digital sound production classes and labs, in an approach that works from the foundation, up. Enrichment courses include music theory/composition, history, business, and acoustics. I have been a faculty member in the Sound Arts program since 1999, and had the opportunity to grow with this young program and my colleague, who designed it.

Faculty Accomplishments:

- Developed extensive curricular and pedagogical materials– both theoretical and practical– in second-year courses on analog and digital sound production, beginning sound-for-picture, history of electronic music, and sound-industry business (entrepreneurship and intellectual property).
- Implemented Active Learning techniques and designed experiments, writing and listening assignments, and class inquiries that seek to present the student with examples that illustrate a broad range of approaches to the subject-matter.
- Created a large, eclectic library of class examples, from both purpose-built and real-world examples.
- Worked to create a series of highly detailed step-by-step laboratory exercises for hands-on practice with specific audio software (Pro Tools, Peak, Reason) and tools (microphones, mixers, outboard equipment).
- Designed and maintained extensive web sites for each course with collected reading materials, online listening library, and a comprehensive documentation for all Sound Arts equipment and student labs.
- Received a Faculty Excellence Award grant to implement a digital music library for Sound Arts, both in lab and online, including intellectual property research, over 60 electro acoustic music CDs, and complete liner notes.
- Planned and utilized an annual budget of \$20,000 on average, in consultation with colleagues.
- Built ties with local organizations, industry businesses, and local artists by arranging regular sessions with guests and field trips.
- Received Faculty Excellence Award grant to create simulations of selected Sound Arts equipment in Max/MSP for student home and lab practice.
- Served as an active member of the Online Steering Committee, which was involved with online education and course management systems (Desire2Learn).
- Initiated collaborations with colleagues in Sound Arts, Music, and Cinema.
- Regularly received exemplary student evaluations and feedback.

Technical Accomplishments:

- Served as the technical point-person for both the Sound Arts program and Music department, from planning major projects to day-to-day management and troubleshooting.
- Designed and remodeled two studio control rooms, including installing a new mid-sized digital mixing console and Pro Tools system. The project involved a complete gutting of the room, followed by planning, installing and documenting new patchbays and outboard equipment wiring.
- Initiated and maintained a dedicated local-area network for Sound Arts. The network included a Mac OS X file/intranet server, 21 workstations over five rooms.
- Assumed technical management of a 17-seat keyboard/computer lab with a staff of student workers, meeting the needs of both Sound Arts and Music. Configured and maintained (to colleagues' needs) hardware and software for a 17-seat keyboard/computer lab, including hard drive imaging and networking. In addition, managed four high-end digital workstations for second-year students.
- Wrote and received a grant from Information Technology to expand and update the keyboard/computer lab with new computers, displays, audio and MIDI interfaces, synthesizer modules, and wiring. Initiated and managed a series of subsequent hardware and software upgrades.

The Banff Centre (2003/2005)

The Banff Centre is a unique educational, artist residency, and conference center in the Canadian Rockies focused on the arts. It has a dedicated and extremely well-equipped Audio Program that supports the Music programs, as well as offering independent professional development opportunities for audio engineers and sound artists.

- Served as a staff recording engineer, and was invited and stayed an additional term in the role of Senior Audio Associate.
- Lead and participated in high-level classical/jazz/rock recordings, stereo and multitrack, in concerts and studio.
- Created a set of policies, procedures, and workflows for department's archiving and data management across 2 buildings.
- Staff engineer for AES Conference Multichannel Audio: The New Reality.
- Participated in research for University of Victoria's concert-hall convolution software.

Tanglewood Music Center (2008)

The Tanglewood Music Center is a world-renown summer music education center for developing classical musicians. The faculty and guest-artists are of the highest-caliber and regularly include the Boston Symphony Orchestra, Yo-Yo Ma, Kronos Quartet, and many others. The audio department is a small staff that records nearly everything performed at the Center and supports other events with live broadcasts and sound reinforcement.

- One of six invited staff engineers, with duties including high-end classical recording and an array of sound reinforcement dates, from Boston Symphony Orchestra 24-channel outdoor mixes, to Garrick Ohlsson, to Eddie Daniels' 5-piece jazz band.
- Participated in the 2008 Festival of Contemporary Music, an intense 10 day of retrospective of Elliott Carter's music, overseen by the composer.

Arts High School, Perpich Center for Arts Education (1999-present)

The Arts High School is a statewide, public high school for grades 11-12 which puts the arts at the core of its students' education. The music program is the largest in the school and offers both traditional and eclectic classes. Since 1999 when they opened a new facility, I have been the 'house'

engineer and music technician, and have supported both students and faculty with a wide variety of work.

- Configured and advised for new studio, workstation and lab classroom facilities.
- Planned and engineered 24-track recording, mixing, and mastering of all departmental recordings.
- Configured and managed electronic music facilities, including a recording studio, 3 satellite studios, and a 12-seat MIDI lab (Logic Pro, Digital Performer, Sibelius).
- Oversaw and tutored small student groups in recording sessions.
- Designed school-wide backup system and provided user support.

Other Courses/Presentations/Publications

- Presented "**Critical Listening in Education**", Minnesota Audio Society
- **Music business/audio production instructor**, Minnesota School of Business
- **Minneapolis College of Art and Design**, sound instructor, course designer
- Invited panelist on music computer-lab design for education, **Association for Technology in Music Instruction Conference 2004**
- **Electronic Musician Magazine**, March 2006 8-page cover story on mid/side techniques; feature articles on phase in microphone use and monitoring practices; several artist profiles and product reviews.
- **University of Minnesota**, Graduate-credit art/music collaborative studio course with Max/MSP/Jitter focusing on time in the arts.
- **CNMAT, UC-Berkeley**, Max/MSP week-long intensive workshop
- Published original scores in *Notations 21*, print anthology of 21st century music graphic notation.
- Beta-tester, **Antares Audio** Mic Modeler and Auto-Tune, versions 1.0