

Juan Carlos Vasquez

www.jcvasquez.com
info@jcvasquez.com | Date of Birth: 14.09.1986

Composer - Intermedia Artist - Researcher

Composer, researcher and educator with particular interests in electroacoustic music, game studies, contemporary classical music composition, new music interfaces, gamification, performance practices, artistic and practice-based research, game design and development • International recognition received for intermedia works, with premieres in over 30 countries across the Americas, Europe, Asia, and Australia. • University Professor.

EDUCATION

UNIVERSITY OF VIRGINIA | PHD IN COMPOSITION AND COMPUTER TECHNOLOGIES (JEFFERSON FELLOW)

Doctoral Fellow at the McIntire Department of Music, University of Virginia, USA • 5-year Fully-Funded Award • Recipient of the Jefferson Fellowship, the premier graduate fellowship offered at the University of Virginia. Dissertation: "Ecstasy / Light / Inertia: Interactive Gamification for New Electroacoustic Music and Sound Art" • August 2018-August 2023

UNIVERSITY OF VIRGINIA | MA IN MUSIC

McIntire Department of Music, University of Virginia, USA • En-route Masters Degree achieved with full marks (GPA 4 out of 4) - Graduate School of Arts and Sciences Council Research Grant - Multiple supplementary departmental grants for artistic production and travel • August 2018 - December 2020

AALTO UNIVERSITY | MA IN NEW MEDIA, TAUGHT IN PARTNERSHIP WITH THE SIBELIUS ACADEMY

School of Arts, Design and Architecture (7% admission rate • School ranked 6th worldwide in the QS Rankings by Subject 2023 - Art and Design) • Degree taught in partnership with Sibelius Academy, University of the Arts Helsinki (6th worldwide, QS Rankings by Subject 2018 - Performing Arts) Department of Media | August 2014 - December 2016 | Helsinki, Finland • Thesis: 5/5 - Dean's Grant for Exceptional Merit - Primus Master (Top award in Finnish Academia upon graduation of a Masters' Degree)

PONTIFICIA UNIVERSIDAD JAVERIANA | STUDIES IN MUSIC COMPOSITION AND PIANO (BACHELORS' LEVEL)

Facultad de Artes | 2005 - 2012 | Bogotá, Colombia • Junior researcher in a project related to sound art and performance within the new media, using software as Puredata, Max/MSP and Ableton Live to build interactive installations.

CURRENT POSITION

XI'AN JIAOTONG LIVERPOOL UNIVERSITY - ACADEMY OF FILM AND CREATIVE TECHNOLOGY | ASSISTANT PROFESSOR

January 2024 – Present | Suzhou, China

- Conduct creative research and teaching courses related to sound, art, games, and technology while also creating opportunities for collaboration between China and the West. University of Liverpool's link tutor for XJTLU, and Game Development Pathway Director for the B.A. in Arts, Technology and Entertainment.
- Project leader, curator, and artist of XJTLU's participation in Ars Electronica 2024
- Principal Investigator of projects:
 - RDF-22-02-059 "Virtual worlds on stage: crafting XR arts performance", Jul 2023 - Jul 2025, Funding Granted: 100,000 RMB.
 - RDF-24-01-040 "Echoes in Space: Reimagining Chinese Traditional Instruments through Immersive Audio", Jan 2025 - January 2027, Funding Granted: 100,000 RMB.
- Previously part of the former School of Cultural Technology's leadership team, as Programme Director of the BA in Arts, Technology and Entertainment with Contemporary Entrepreneurialism. Other duties included being chair of the Student-Staff Liaison Committee and Syntegrative (industry) Project Coordinator.
- Honorary Associate at the University of Liverpool, UK.

CURRENT TEACHING

INTERACTIVE TECHNOLOGY (CAT403TC) | XI'AN JIAOTONG LIVERPOOL UNIVERSITY - SCHOOL OF CULTURAL TECHNOLOGY - MASTERS' LEVEL - FALL 2024

The module aims to provide Postgraduate level students with practical and theoretical insights into the process of conceptualization, design and fabrication of interactive experiences in the Unreal Game Engine

ENTERTAINMENT TECHNOLOGY (CAT105TC) | XI'AN JIAOTONG LIVERPOOL UNIVERSITY - SCHOOL OF CULTURAL TECHNOLOGY - BACHELORS LEVEL - FALL 2024

This module aims to introduce students to the range of technologies and practices involved in the creation of entertainment projects. Topics covered include computer generated music and game design.

AUDIO LANDSCAPE DESIGN (CAT208TC) | XI'AN JIAOTONG LIVERPOOL UNIVERSITY - SCHOOL OF CULTURAL TECHNOLOGY - UNDERGRADUATE LEVEL - SPRING 2024

Students examine the critical, theoretical and practical contexts of audio recording, electroacoustic music, sound design and their relation and integration in arts technology practices. Lectures and Practical Labs

PREVIOUS TEACHING (PRINCIPAL INSTRUCTOR)

COMPOSING WITH DATA FLOW PROGRAMMING (DOM-E5074) | AALTO UNIVERSITY - SCHOOL OF ARTS, DESIGN AND ARCHITECTURE - MASTERS' LEVEL - FALL 2015, 2016 AND 2017

This workshop introduces audiovisual composition using the Pure Data environment. Project-based course

PHYSICAL INTERACTION DESIGN - (DOM-E5043) | AALTO UNIVERSITY - SCHOOL OF ARTS, DESIGN AND ARCHITECTURE - MASTERS' LEVEL - FALL 2016

Tools, concepts and composition practices for planing, building, performing and composing new interactions with custom-made interfaces.

ADVANCED INFORMATION DESIGN II - DATA SONIFICATION MODULE (DOM-E2104) | AALTO UNIVERSITY - SCHOOL OF ARTS, DESIGN AND ARCHITECTURE - MASTERS' LEVEL - FALL 2016

The Data Sonification module of the course Advanced Information Design II introduces sonification as a practice, and provides tools and techniques for data sonification using Data Flow Programming and Machine Learning Algorithms

KEYBOARD SKILLS (MUSI 2302) | UNIVERSITY OF VIRGINIA - MCINTIRE DEPARTMENT OF MUSIC - BACHELORS' LEVEL - FALL 2019

Sight-reading, improvisation, and accompaniment at the keyboard in a variety of styles

MUSICIANSHIP II (MUSI 3334) | UNIVERSITY OF VIRGINIA - MCINTIRE DEPARTMENT OF MUSIC - BACHELORS' LEVEL - SPRING 2019

Lab course of sight-reading and sight-singing; dictation of melody, rhythm, and harmony; aural identification of intervals, chords, and rhythmic patterns; and exercises in musical memory and improvisation

PREVIOUS TEACHING (TEACHING ASSISTANT)

PERFORMANCE WITH COMPUTERS (MUSI 4600) | UNIVERSITY OF VIRGINIA - MCINTIRE DEPARTMENT OF MUSIC - BACHELORS' LEVEL - FALL 2020

Co-designed a syllabus focused on telematic audiovisual performance for laptop ensemble. Led the practical modules teaching Max 8

ECOACOUSTICS (MUSI 3400) | UNIVERSITY OF VIRGINIA - MCINTIRE DEPARTMENT OF MUSIC - BACHELORS' LEVEL - SPRING 2020

Ecoacoustics explores the intersection between ecology and music. Teaching assistant to Matthew Burtner, and composition tutor for final electroacoustic music projects

CRITICAL READING, WRITING, AND REASONING (LASE 2110) | UNIVERSITY OF VIRGINIA - COLLEGE AND GRADUATE SCHOOL OF ARTS AND SCIENCES - BACHELORS' LEVEL - SUMMER 2019

Course designed to strengthen thinking, reading, and writing skills across genres and disciplines, with an emphasis on critical analysis. Graduate assistant: Discussion moderator and co-designer of activities related to the course's content.

SYMPHONIC LISTENING (MUSI 1410) | UNIVERSITY OF VIRGINIA - MCINTIRE DEPARTMENT OF MUSIC - BACHELORS' LEVEL - SPRING 2021

Analysis of Symphonic Music. Teaching assistant to Benjamin Rous

TECHNOSONICS: DIGITAL MUSIC AND SOUND ART COMPOSITION (MUSI 2350) | UNIVERSITY OF VIRGINIA - MCINTIRE DEPARTMENT OF MUSIC - BACHELORS' LEVEL - FALL 2018, 3 CLASSROOMS

Technosonics is an introduction to the history, theory, and practice of electronic music and sound art. I designed and led the laboratory modules, teaching audio manipulation techniques and composition of acousmatic music

RESEARCH EXPERIENCE

JEFFERSON SCHOLARS FOUNDATION - UNIVERSITY OF VIRGINIA | EDGAR SHANNON FELLOW

August 2021 – August 2023 | Charlottesville, Virginia and Helsinki, Finland

The Jefferson Fellowship is the premier graduate fellowship at the University of Virginia. Based solely on merit, Jefferson Fellowships are designed to identify Ph.D. candidates who demonstrate outstanding achievement and the highest promise as scholars, teachers, public servants, and business leaders in the United States and beyond. The project developed was an immersive interactive 3d environment for music creation using a video game engine, funded by the University of Virginia, the Jefferson Scholars Foundation, the Arts Promotion Center in Finland, and Genelec.

SOUND AND PHYSICAL INTERACTION RESEARCH GROUP - AALTO UNIVERSITY | RESEARCH ASSISTANT AND LECTURER

Mar 2015 – 2018 | Espoo, Finland

Researcher and Lecturer of the Sound and Physical Interaction Research Group (SOPI) at the Department of Media. Composer and audio interaction designer in the project "NOISA", an interactive instrument for live music performance that monitors and reacts towards the performer's engagement. Published 8 peer-review publications in 3 years as part of the research group. Helped securing a large monetary donation from the Nokia Research Centre for further development of the project.

UNIVERSIDAD PILOTO DE COLOMBIA | SOUND DIRECTOR

Jan 2011 – May 2012 | Bogota, Colombia

Directed and built a system that uses continuous longitudinal constructions (strips), which define spaces to interact with the pedestrians in a double way (as sender and receiver), generating a composition by collecting and transmitting public experiences. The prototype was presented at the Salone Internazionale del Mobile 2012 (Milan) and was reviewed as "One of the most eye-catching sights of the fair" by The Architects' Journal in the UK

PONTIFICIA UNIVERSIDAD JAVERIANA | JUNIOR RESEARCHER

Mar 2010 – May 2012 | Bogota, Colombia

Worked in a research project related to composition and performance within the new media, using software as Puredata, Max/MSP and Ableton Live to build interactive installations.

SELECTED PRIZES, COMMISSIONS AND HONOURS

- 2024 20th WOCMAT Phil Winsor International Youth Computer Music Competition Award | December 2024
- Second Prize at the Musicacoustica-Hangzhou 2024 Electroacoustic Music Composition Competition | Musicacoustica-Hangzhou 2024 Festival | September 2024
- Third place in curation and exhibition awards, for "Intervoven Existence" | Zijing Award | June 2024
- "Best Computer Music" Award | Latin American Showcase of the International Computer Music Association | July 2023
- Membership to the Society of Finnish Composers | Fall 2022
- Genelec | Sponsorship | June 2022
- Sibelius Academy Foundation | Music Composition Grant | May 2022
- Arts Promotion Center, Government of Finland | Music Composition Grant | April 2022
- Sound of the Year Awards 2021 | Composed with Sound Category | Highly Commended | 2022
- Working Grant (Music) | Arts Promotion Center in Finland | Helsinki, Finland | 2022
- Recipient of the Jefferson Fellowship, the premier graduate fellowship offered at the University of Virginia | Jefferson Scholars Foundation | Charlottesville, VA, USA | 2021
- Rensselaer HASS Flash Grant (project with Kosmas Giannoutakis) | Rensselaer Polytechnic Institute | Troy, NY, USA | 2021
- Selected for inclusion at the Ars Electronica Festival 2020 (Sound Campus) | Ars Electronica Festival 2020 | Linz, Austria | 2020
- Outstanding Leonardo Peer Reviewer of the season | MIT Press | Boston, MI, USA | 2020
- Commissioned composer for the CECIA Project, funded by the European Commission | ZKM Center for Art and Media Karlsruhe | Germany | 2019
- WOCMAT 2019 International Electroacoustic Music Young Composer Award | National Tsing Hua University | Taiwan | 2019 | Nominated
- Awarded as Primus Master at the Conferment Ceremony of the School of Arts, Design, and Architecture | Aalto University | Espoo, Finland | 2019
- The Engine Room 2019: International Sound Art Competition | London, UK | 2019 | Finalist
- Fully-funded 5-year award | University of Virginia | Charlottesville, Virginia, USA | 2018
- Music Composition (Working Grant) | Arts Promotion Center in Finland | Helsinki, Finland | 2017
- Concept Award "DigiDemo" | The Promotion Center for Audiovisual Culture (AVEK) | Helsinki, Finland | 2017
- ACM/SIGCHI "Best of CHI" awards - Honorable mention (Paper) | CHI'17, Denver | 2017
- Dean's Grant for Exceptional Merit | Aalto University | 2016
- International Computer Music Association (ICMA) Student Grant | ICMC 2016 | 2016

- Grant for Contemporary Music Creation, by the Ministry of Colombia, Government of Colombia | Colombia | 2016
- Award to Excellence in Art, Design and the Production of Sound, by Klingt Gut Symposium on Sound, the Audio Engineering Society's president and the AES Student Section in Hamburg | Germany | 2016
- SIME 2016 Electroacoustic Music Competition | 2016 | Finalist
- Commissioned to compose a tribute to Jean Sibelius on the 150th Anniversary of his birth by the Ateneum Museum and the Sibelius Birth Town Foundation | Finland | 2015
- BMI Student Composition | United States | 2015 | Finalist
- Rhapsody Composition Project | Royal College of Music and Chelsea and Westminster Health Charity | UK | 2013 – Commissioned from over 350 applicants

SELECTED FESTIVALS AND PEER-REVIEWED CONFERENCES

AS SELECTED, FEATURED AND/OR COMMISSIONED COMPOSER:

(For the full list please visit <http://www.jcvasquez.com/upcoming-events/>)

- Ars Electronica 2024 - Campus Exhibition | Project Leader, artist and curator of an exhibition selected for Ars Electronica Festival (PostCity), Linz, Austria | September 2024
- "Future Archives" Exhibition, recognized as one of the month's most influential by the Artron Index | Hanshan Art Museum, Suzhou, China | June - October 2024
- SEAMUS 2024 (Society for Electro-Acoustic Music in the United States National Conference) | Fridman Gallery, NYC, USA | February 2024
- ICMC 2023 (International Computer Music Conference) | Chinese University of Hong Kong, Shenzhen (CUHK-Shenzhen), China | October 2023
- FILE – Electronic Language International Festival 2023 | Fiesp Cultural Center | Sao Paulo, Brazil | July 2023
- SEAMUS 2020 (Society for Electro-Acoustic Music in the United States National Conference) | New York University, NY, USA | April 2023
- The San Francisco Tape Music Festival 2023 | Victoria Theatre | San Francisco, CA, USA | January 2023
- Ars Electronica Festival 2022 - Immersive Sounds – External Worlds | Ars Electronica - Anton Bruckner Private University, Linz (AT) | Linz, Austria | 2022
- ICMC 2022 (International Computer Music Conference) | University of Limerick, Ireland | July 2022
- MANTIS Festival [Sound in Words] | University of Manchester, UK | March 2022
- Ars Electronica Forum Wallis 2021 | Schloss Leuk, Switzerland | August 2021
- Kamuna (Karlsruhe Museum Night) | ZKM - Center for Art and Media | August 2021
- SEAMUS 2021 (Society for Electro-Acoustic Music in the United States National Conference) | Online Event | April 2021
- 21st International Society for Music Information Retrieval Conference | Online Conference | Montréal, Canada | 2020
- Ars Electronica Festival 2020 (Sound Campus) | Ars Electronica | Linz, Austria | 2020
- SEAMUS 2020 (Society for Electro-Acoustic Music in the United States National Conference) | University of Virginia, VA, USA | March 2020
- Performing Media Festival [PMF 2020] | Indiana University South Bend Campus, IN, USA | Feb 2020
- Sonic Experiments: Telematics | ZKM Center for Art and Media, Karlsruhe, Germany | December 2019
- Ecos Urbanos Festival, Homage to John Chowning (Closing concert) | CENART – Escuela Superior de Musica, Ciudad de Mexico, Mexico | December 2019
- ICMC + NYCEMF Joint Conference 2019 | New York University, NY, USA | July 2019
- SEAMUS 2019 (Society for Electro-Acoustic Music in the United States National Conference) | Berklee College of Music, MA, USA | March 2019
- WOCCMAT 2018 (International Workshop on Computer Music and Audio Technology) | Taipei, Taiwan | December 2018
- Seoul International Computer Music Festival 2018 | Seoul Arts Center, South Korea | September 2018
- Kansas City Performing Media Festival 2018 | Kansas City, MO, USA | September 2018
- NYCEMF (New York City Electroacoustic Music Festival) | New York, USA | June 2018
- Sonorities 2018 | Queen's University Belfast, UK | April 2018
- SMC 2017 (Sound and Music Computing International Conference) | Aalto University, Finland | July 2017
- NIME 2017 (International Conference on New Interfaces for Musical Expression) | Aalborg University, Denmark | May 2017
- Ashmolean LiveFriday | University of Oxford, UK | March 2017
- The New Music Consortium | University of South Florida, USA | March 2017
- MuteFest 16" | Sibelius Academy, Finland | November 2016
- Sonorities 2016 | Queen's University Belfast, UK | November 2016
- ICMC 2016 (International Computer Music Conference) | Utrecht, The Netherlands | September 2016
- NIME 2016 (New Interfaces for Musical Expressions Conference) | Brisbane, Australia | July 2016

- FILE 2016 (Electronic Language International Festival) | Sao Paulo, Brazil | July - August 2016
- NYCEMF (New York City Electroacoustic Music Festival) | New York, USA | June 2016
- "Kling gut" Symposium on Sound | Hamburg, Germany | May 2016
- BEAST FEaST 2016 (Birmingham Electroacoustic Sound Theater Annual Festival) | University of Birmingham, UK | April 2016
- In-Sonora International Festival | Madrid, Spain | March 2016
- Tilde New Music Festival | Melbourne, Australia | January 2015
- WOCCMAT 2015 (International Workshop on Computer Music and Audio Technology) | Taipei, Taiwan | November 2015
- ICMC 2015 (International Computer Music Conference) | Denton, TX, USA | 2015
- SID (Sounds, Images and Data Conference) | NYU, New York, USA | July 2015
- NYCEMF 2015 (New York City Electroacoustic Music Festival) | New York, USA | June 2015
- 7th International FKL Symposium on Soundscape | Besenello, Italy | May 2015
- Klangmanifeste | Vienna, Austria | December 2014
- MuteFest 14" | Helsinki Music Centre, Finland | October 2014
- PNEM Sound Art Festival | Uden, The Netherlands | October 2014
- OLE.01 International Festival of Electronic Literature | Naples, Italy | October 2014
- ICMC - SMC 2014 (International Computer Music Conference and Sound and Music Computer joint conference) | Different venues, Greece | September 2014
- 2nd Annual International Conference on Deep Listening | Troy, USA | July 2014
- Diffrazioni Firenze Multimedia Festival | Florence, Italy | July 2014
- NYCEMF 2014 (New York City Electroacoustic Music Festival) | New York, USA | June 2014
- Sonorities 2014 | Queen's University Belfast, UK | April - May 2014
- SEAMUS 2014 | Wesleyan University, USA | March 2014
- International Festival for Artistic Innovation (IFAI) | Leeds College of Music, UK | March 2014
- Kinokophonography | New York, USA | February 2014
- 2014 New Music Miami ISCM Festival | Miami, USA | January 2014
- Symposium on Acoustic Ecology | University of Kent, UK | November 2013
- Hilton New Music Festival | Castlepollard, Ireland | July 2013
- Salone Internazionale del Mobile | Milan, Italy | April 2012

INVITED LECTURES / GUEST TEACHING

- University of Liverpool. Liverpool, UK. | 2024 | Guest lecture on employability for sound professions in the music industry
- Sibelius Academy, University of the Arts Helsinki. Helsinki, Finland. | 2022 | Guest lecture on Psychoacoustics
- University of Virginia, USA. | 2018 - 2020 | Multiple engagements as guest lecturer at the University of Virginia
- University of South Florida, USA. | 2017 | Lecture about my music to students of music composition of the University of South Florida
- Music Tech Fest, Finland | 2017 | Lecture about my music to the invited artists of the 2017 edition of the Music Tech Fest
- Sibelius Academy, University of the Arts Helsinki. Helsinki, Finland. | 2015, 2016 and 2017 | Lecture about my music to students of the Electroacoustic Music Seminar
- Hamburg University of Applied Sciences. Hamburg, Germany. | 2016 | Lecture about my music to students and audience during the "Kling gut" Symposium on Sound
- Aalto University. Espoo, Finland. | 2015, 2016 and 2017 | Lecture about my music to students of the Sound Seminar
- Pontificia Universidad Javeriana, Bogotá, Colombia. | 2012 | Lecture about my music to the music composition students

SERVICE AND TECHNICAL EXPERIENCE:

- Jefferson Scholarship, Jefferson Scholars Foundation | 2024 | Regional Reader
- International Computer Music Conference (ICMC), Seoul, Korea | 2024 | Review Committee (Papers)
- International Conference on New Musical Interfaces (NIME), Utrecht, The Netherlands | 2024 | Review Committee (Papers, Music and Installations)
- 29th International Symposium on Electronic Art (ISEA), Brisbane, Australia | 2024 | Review Committee (Papers)
- INSAM Journal of Contemporary Music, Art and Technology | 2023 | Review Committee (Papers)
- International Computer Music Conference (ICMC), Shenzhen, China | 2023 | Review Committee (Papers)
- 4th Conference on AI Music Creativity (AIMC), University of Sussex, UK | 2023 | Review Committee (Papers)
- Society for Electro-Acoustic Music in the United States (SEAMUS) 2023 National Conference | 2023 | Conference Adjudicator
- 3rd Conference on AI Music Creativity (AIMC), Tokyo, Japan | 2022 | Review Committee (Papers)
- International Computer Music Conference (ICMC), Limerick, Ireland | 2022 | Review Committee (Papers)
- International Computer Music Conference (ICMC), Limerick, Ireland | 2022 | Review Committee (Demos)

- International Conference on New Musical Interfaces (NIME), Auckland, New Zealand | 2022 | NIME 2022 Scholarship Committee
- International Conference on New Musical Interfaces (NIME), Auckland, New Zealand | 2022 | Review Committee (Papers)
- Society for Electro-Acoustic Music in the United States (SEAMUS) 2021 National Conference | 2022 | Conference Adjudicator
- Sibelius Academy, University of the Arts Helsinki | 2022 | Masters' Thesis External Evaluator
- International Computer Music Conference (ICMC) | 2021 | Paper Section Chair
- Society for Electro-Acoustic Music in the United States (SEAMUS) 2021 National Conference | 2021 | Associate Technical Director
- Leonardo Journal (MIT Press) | 2021 | Peer Review Panel
- AIMC 2021, 2nd Conference on AI Music Creativity | 2021 | Review Committee
- Leonardo Journal (MIT Press) | 2020 | Peer Review Panel
- Society for Electro-Acoustic Music in the United States (SEAMUS) 2020 National Conference | 2019 | Associate Technical Director
- Society for Electro-Acoustic Music in the United States (SEAMUS) 2020 National Conference | 2019 | Conference Adjudicator
- Society for Electro-Acoustic Music in the United States (SEAMUS) 2019 National Conference | 2018 | Conference Adjudicator
- Aalto University | 2018 | Masters' Thesis Advisor
- "Klingt gut" Symposium on Sound | Hamburg, Germany | 2018 | Review Committee (Music)
- Sound and Music Computing International Conference, Espoo, Finland | 2017 | Review Committee (Music)
- Sound and Music Computing International Conference, Espoo, Finland | 2017 | Sound Technical Director
- "VOLUME 2 - High Fidelity?" Symposium on Sound Art. Aalto University, Espoo, Finland | 2016 | Sound Technical Director

OTHER EDUCATION

HEWLETT-PACKARD | HPGG02.EN: A COMPLETE GUIDE TO GAME DESIGN CERTIFICATE

June - October 2023 | Helsinki, Finland

SIBELIUS ACADEMY | SUMMER ACADEMY

Electroacoustic Music, New Music Interfaces, Max/MSP and Sound Art Workshops

August - October 2015 | Helsinki, Finland

GARNISH MUSIC PRODUCTION SCHOOL | ELECTRONIC MUSIC PRODUCTION CERTIFICATE

February - April 2013 | London, UK

PONTIFICIA UNIVERSIDAD JAVERIANA | PHYSICAL COMPUTING FOR SONIC ARTS DIPLOMA

September - November 2010 | Bogotá, Colombia

MASTERCLASSES | DIFFERENT TUTORS

Masterclasses in composition, electroacoustic music performance and related fields with Barry Truax, Robert Normandeau, Andres Orozco-Estrada, Miller Puckette, Marco Stroppa, Steven Stucky, William Mival, Jonty Harrison and the Eighth Blackbird Ensemble | Multiple Locations

PUBLICATIONS - JOURNALS

To date, over 130 citations and an h-index of 6. For the full list and citations tracker, please visit

<http://www.jcvasquez.com/writings/>

SOUND APPROPRIATION AND MUSICAL BORROWING AS A COMPOSITIONAL TOOL IN NEW ELECTROACOUSTIC MUSIC | JUAN CARLOS VASQUEZ

Leonardo Music Journal | MIT Press | LMJ 29, December 2019

INVESTIGATING TANGENTIAL ACCESS FOR LOCATION-BASED DIGITAL CULTURAL HERITAGE APPLICATIONS | D. MCGOOKIN, K. TAHIROGLU, T. VAITTINEN, M. KYTÖ, B. MONASTERO, J.C. VASQUEZ

International Journal of Human-Computer Studies | Elsevier | Volume 122, February 2019

FACILITATING THE MUSICIAN'S ENGAGEMENT WITH NEW MUSICAL INTERFACES: COUNTER-ACTIONS IN MUSIC PERFORMANCE | K. TAHIROGLU, J.C. VASQUEZ, J. KILDAL

Computer Music Journal | MIT Press | 41:2, Summer 2017

PUBLICATIONS - CONFERENCE PAPERS

FROM DICE TO METAVERSES: GAMIFYING MUSICAL EXPERIENCES | VASQUEZ, J.C.

Proceedings of the Expanded 2024-Conference on Animation and Interactive Art | Ars Electronica, Austria | 2024

INTERACTIVE GAMIFICATION FOR NEW EXPERIMENTAL MUSIC: INITIAL FINDINGS | VASQUEZ, J.C.

Proceedings of the Annual Symposium on Computer-Human Interaction in Play, University of Bremen, Germany | 2022

COLLABORATIVE ELECTROACOUSTIC MUSIC COMPOSITION ON THE BLOCKCHAIN |

GIANNOUTAKIS, K., VASQUEZ, J.C.

Proceedings of the International Computer Music Conference (ICMC), University of Limerick, Ireland | 2022

CURRENT ACTIVISM TRENDS IN SOUND ART AND ELECTROACOUSTIC MUSIC IN MEXICO AND COLOMBIA | VASQUEZ, J.C., FRAIRE, O

Proceedings of the International Computer Music Conference (ICMC), Pontificia Universidad Catolica de Chile, Chile | 2020-2021

AUTOETHNOGRAPHY AND EMOTIONAL EXPOSURE AS AN APPROACH FOR ELECTROACOUSTIC MUSIC COMPOSITION | BROWN, R., VASQUEZ J.C.

Proceedings of the International Computer Music Conference (ICMC), Pontificia Universidad Catolica de Chile, Chile | 2020-2021

CONSIDERATIONS ON SOUND ART DOCUMENTATION: THEORIES AND CASE STUDIES | JUAN

CARLOS VASQUEZ

Proceedings of the International Computer Music Conference (ICMC), New York City, USA | 2019

CULTURAL HERITAGE 'IN-THE-WILD': CONSIDERING DIGITAL ACCESS TO CULTURAL HERITAGE IN EVERYDAY LIFE. | DK. MCGOOKIN, K. TAHIROGLU, T. VAITTINEN, M. KYTÖ, B. MONASTERO, JC. VASQUEZ

Proceedings of the Digital Humanities in the Nordic Countries 3rd Conference, Helsinki, Finland | 2018

IDIOMATIC COMPOSITION PRACTICES FOR NEW MUSICAL INSTRUMENTS: CONTEXT, BACKGROUND AND CURRENT APPLICATIONS | JC. VASQUEZ, K. TAHIROGLU, J. KILDAL

Proceedings of the International Conference on New interfaces for Musical Expression (NIME), Copenhagen, Denmark | 2017

MONITORING AND SUPPORTING ENGAGEMENT IN SKILLED TASKS: FROM CREATIVE MUSICAL ACTIVITY TO PSYCHOLOGICAL WELLBEING | JC. VASQUEZ, K. TAHIROGLU, N. PÖLLÖNEN, J. KILDAL, I.

GOENAGA, T. AHMANIEMI

Proceedings of the Sound and Music Computing Conference (SMC), Espoo, Finland | 2017

STUDYING HUMAN-ROBOT COLLABORATION IN AN ARTISTIC CREATIVE PROCESS | J. KILDAL, K. TAHIROĞLU, JC. VASQUEZ, I. MAURTUA

Proceedings of the 12th Annual Conference on Human-Robot Interaction (HRI2017 - Workshops), Vienna, Austria | 2017

INVESTIGATING SEASONALITY IN MOBILE CULTURAL HERITAGE APPLICATIONS | D. MCGOOKIN, K.

TAHIROĞLU, T. VAITTINEN, M. KYTÖ, B. MONASTERO, JC. VASQUEZ

Proceedings of the ACM Conference Extended Abstracts on Human Factors in Computing Systems CHI, Denver, United States | 2017

MOTIVIC THROUGH-COMPOSITION APPLIED TO A NETWORK OF INTELLIGENT AGENTS | JC.

VASQUEZ, K. TAHIROGLU, J. KILDAL

Proceedings of the International Computer Music Conference (ICMC), Utrecht, The Netherlands | 2016

NON-INTRUSIVE COUNTER-ACTIONS: MAINTAINING PROGRESSIVELY ENGAGING INTERACTIONS FOR MUSIC PERFORMANCE | K. TAHIROGLU, JC. VASQUEZ, J. KILDAL

Proceedings of the International Conference on New interfaces for Musical Expression (NIME), Brisbane, Australia | 2016

PUBLICATIONS - THESIS

DEFRAGMENTING BEETHOVEN: SOUND APPROPRIATION AS BRIDGE BETWEEN CLASSICAL TRADITION AND ELECTROACOUSTIC MUSIC | JUAN CARLOS VASQUEZ

Thesis for the Sound in New Media Masters' Degree, Department of Media, Aalto University | Dean's Grant for Exceptional Merit | 2016

PUBLICATIONS - DOCTORAL DISSERTATION

ECSTASY / LIGHT/ INERTIA: INTERACTIVE GAMIFICATION FOR NEW ELECTROACOUSTIC MUSIC AND SOUND ART | JUAN CARLOS VASQUEZ

Dissertation for the Composition and Computer Technologies Ph.D, University of Virginia | Jefferson Fellowship | 2023

PUBLICATIONS - SOLO ALBUMS

COLLAGES | IMPORTANT RECORDS

Release date: July 2015 | Catalog Number: SAUNA20

Reviews:

- The Wire Magazine | October 2014 Issue No. 368 | Page 57.
- ATTN:Magazine | 27.08.2014 | <http://www.attnmagazine.co.uk/music/8431>
- Foreign Accents Journal | 14.08.2014 | <https://foreignaccentspdx.wordpress.com/2014/08/14/new-album-review-juan-carlos-vasquez-collages/>
- Tiny Mix Tapes | 15.07.2014 | <http://www.tinymixtapes.com/news/important-records-imprint-cassauna-releases-tapes-by-ashley-paul-and-juan-carlos-vasquez>
- The New Noise Webmagazine | 13.07.2014 | <http://www.thenewnoise.it/juan-carlos-vasquez-collages/>

PUBLICATIONS - JOINT ALBUMS

WAW - FLUTE AND ELECTRONICS | NAXOS / PHASMA MUSIC

Release date: 31.05.2019 | Catalog Number: Phasma-Music 006

Awards:

- Akademia Music Award | October 2019

TWO MINUTES - FLUTE DUOS | SARTON / NAXOS / WARNER MUSIC

Release date: 28.09.2018 | Catalog Number: Phasma-Music 004

Awards:

- Global Music Award - Outstanding Achievement - Silver Medal Triple Winner (Contemporary classical, Instrumental/Instrumentalist and Album | June 2019

COMPILATION | PHAS.E PLATFORM

Release date: 12.12.2015 | Catalog Number: 00.01

RHAPSODY ART TRAIL (CD AND MOBILE APP) | WESTMINSTER AND CHELSEA HEALTH CHARITY IN PARTNERSHIP WITH THE ROYAL COLLEGE OF MUSIC

Release date: 17.02.2015 | Catalog Number: N/A

SOUND INTERPRETATION: VILNIUS | HAZE NETLABEL AND RADIO

Release date: 29.07.2014 | Catalog Number: HAZE287

ELECTRONICS MASTERS VOL. 2 | ABLAZE RECORDS

Release date: 01.08.2013 | Catalog Number: ar00013

PUBLICATIONS - FILM AND TV CREDITS

MUSIC DEPARTMENT - 2 CREDITS | MY TEACHER HILDA (AMAZON PRIME)

TV Series (Music director - 4 episodes, 2018) (composer - 1 episode, 2017)

- Halloween (2018) - Music director: Theme Song
- The World Map Jigsaw Puzzle (2018) - Music Director: Theme Song
- Mother's Day Celebration (2018) - Music Director: Theme Song
- The Lemonade Stand (2018) - Music Director: Theme Song
- Nora's First Day at School (2017) - Composer: Theme Music

MY TEACHER HILDA: NORA FINDS NEW FRIENDS

Video (Composer: Theme Music)

MUSIC COMPOSER - 4 CREDITS

- The SmartPhone Addiction Story | 2015 | Director: Pawan Mishra (India / US)
- Pawn | 2013 | Director: Edward Lawrence (UK)
- Benu | 2007 | Director: Luis Beytia (CH)
 - Special Jury Prize, Short Film Category | VI Festival de Cine de Rengo, Chile | 2007
- Luis | 2007 | Director: Mauro Paglialonga (IT)
 - Prize of the City of Torino, Best Italian Short Film (Nominee) | Torino Film Festival | 2007

PUBLICATIONS - VIDEOGAMES

ECSTASY / LIGHT / INERTIA | ROLE: PROJECT DIRECTOR, DEVELOPER AND COMPOSER

| Available on Steam: https://store.steampowered.com/app/2459280/Ecstasy__Light__Inertia/

RADIO SPECIALS

BCB RADIO 106.6 FM, UK | SOUND ART SHOW

Emission date: 25.05.2014 | 30 minute special about my work

RESONANCE FM, UK | CLEARSPOT

Emission date: 25.07.2014 | 1 hour special / documentary about my work

UNDAE! RADIO, SPAIN | No. 66

Emission date: 24.11.2014 | 1 hour special / documentary about my work

CONCERTZENDER RADIO, THE NETHERLANDS | ELECTRONIC FREQUENCIES

Emission date: 23.08.2023 | 1 hour special / documentary about my work

PROFESSIONAL AFFILIATIONS

- Finnish Society of Composers
- PRS (Performing Rights Society, UK)
- ICMA (International Computer Music Association)
- Korvat Auki - Ears Open Society
- SEAMUS (Society for Electro-Acoustic Music in the United States)

SOFTWARE TEACHING TOOLS

- Audio: Max 8, Pure Data, Ableton Live, Reaper, Logic, Pro Tools, Finale.
- Academic Research: Latex (Overleaf), Nvivo.
- Game engines: Unreal Engine 4 and 5, 'Blueprints' programming environment.
- Adobe Cloud: Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Audition.