

ARVID TOMAYKO

Experimental Musician /// Multimedia Artist

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Born: February 12, 1985

Areas of Expertise: Electronic and experimental music composition and performance, unique electronic instruments and controllers, trumpet, interactive multimedia installations, video, realtime graphics, programming

EDUCATION

2003 – 2007 Bachelor of Arts in Music (Computer Music and Multimedia) and Geological Sciences from **Brown University**. Magna Cum Laude with honors in Music. Notable instructors: Joseph “Butch” Rovan, Todd Winkler, Alvin Lucier, Curtis Bahn, Dennis Miller and Gerald “Shep” Shapiro.

SELECTED PERFORMANCE WORK

2012 – present **Solo live experimental electronic music performance** using custom-made software and instruments – Pittsburgh PA, Providence RI, Provincetown MA, Brooklyn NY, Boston MA, Columbus OH, Indianapolis IN, Lubbock TX.

2016 **Atmospheres and Surfaces** – Live video projection with live soundscape – Columbus Theater, Providence RI

2016 **PVDLoop Y2K International Looping Festival** – Solo Performance – Providence RI

2014 – 2015 **Two Mako Sharks** – Two-person audio patching suit. Movement/music performance with H. Gene Thompson in Providence RI, Pittsburgh, Indianapolis, Minneapolis, Oakland CA, Brooklyn, Provincetown MA, and North Adams MA.

2012 – 2013 **Flood Fringe** – electroacoustic duo project with guitarist Elliot Creager – performances in Providence RI and Boston MA

2012 **A Sonic Architectural Reimagining of Provincetown** – 360° video of town manipulated live by three musicians. Sound and gestures cumulatively rearrange and augment landscape and buildings in the projection – Provincetown MA

2007 – 2010 Creation and performance of **The TOOB**, a digital extended instrument, at Handmade Music (Brooklyn NY), SIGGRAPH (New Orleans LA), Guthman Musical Instrument Competition (Atlanta GA, 4th place), Providence RI

SELECTED COMPOSITIONS AND INTERACTIVE WORK

2017 **Seeking a Light** – wearable fabric sculpture with custom embedded analog synth controlled by 9 light sensors. Collaboration with H. Gene Thompson, performed in Spokane WA and Pittsburgh PA.

2016 **Oratory Surgery** – studio album of electroacoustic music available on CD and online

2015 – 2016 **Tent Worm** – performance with H. Gene Thompson at AMP Gallery in Provincetown, MA and CASP in Lubbock, TX. Interactive score involving custom sensors and video tracking, movement performance.

2015 – 2016 **Connect///Disconnect** – performance with H Gene Thompson at AS220 and Aurora in Providence, RI, Wood Street Galleries in Pittsburgh. Interactive score, sensors, custom patching system, movement performance

2013 **Massachusetts Geophonic** – Interactive composition and musical instrument sonifying the MA geologic map. Commissioned by Swissnex Boston. Performed at Northeastern University, Boston, MA and Provincetown, MA.

2007 **Climate Controlled** – Interactive sonic and visual installation based on climate data from the geologic record. Immersive sonification of geologic data, projections and visitor interaction. Brown University and Pixilerations, Providence, RI

SELECTED VIDEO WORK

2016 **Paint With The Sun** – music video for the band *Arc Iris*. Co-direction, cinematography, live projections, post-production.

2013 – 2016 **Realtime video projection** for performances and public events using custom-made collaborative VJ software – Providence RI, Cambridge and Somerville MA

2014 **Spontaneous Pigeon Vortex** – recorded improvised video manipulation and electronic music. Screened at “The Local Show”, Cable Car Cinema, Providence, RI

2011 **A fraction of a Second** – video piece based on sonification of reflections on water. Exhibited at ArtSTRAND, Provincetown, MA

TECHNICAL EXPERTISE

2007 – present Development of multichannel digital audio electronics using various DSP and micro-controller platforms. Experience building electronics utilizing sensors and interfacing with computers, including wireless technology. Experience in design, prototyping, fabricating, acoustics, testing and coding.

2010 – 2015 Sound recording and post-production for short films with Malarkey Films, including *Love Hurts*, *Ourmageddon* and *Motivations Unlimited*, a finalist in the 72-hour National Film Challenge.

2005 – present Audio/video documentation, live sound and lighting tech experience for large and small-scale performances.

WORK EXPERIENCE

- 2007 – present **Your Heaven® Audio**, Chief Technology Officer. Research and Development of digital audio hardware products including audio electronics design, coding firmware and software, 3D CAD, prototyping, graphic design, audio/video production, and acoustic research. Providence, RI – see yourheaven.net
- 2007 – present Audio/video recording and production of performances, events, conferences, etc. for organizations such as Community Musicworks and Big Nazo Labs in Providence, the Kelly-Strayhorn Theater in Pittsburgh and various ensembles.

RESIDENCIES AND AWARDS

- 2017 Selected as an artist in the **New Hazlett Theater CSA program** in collaboration with H. Gene Thompson – Pittsburgh, PA
- 2017 Selected for the **Tough Art residency** at the Pittsburgh Children's Museum in collaboration with H. Gene Thompson
- 2016 **Laboratory residency** in collaboration with artist H. Gene Thompson – Spokane, WA

TEACHING EXPERIENCE

- 2017 Visiting artist – electronic noisemaker workshop: children/teens build simple analog synths from basic electronics parts. Assemble – Pittsburgh, PA.
- 2010 – 2015 Visiting artist – stop motion animation for “Art on the Edge” and “Art Reach” programs for low-income/at risk teens at Provincetown Art Association and Museum