

Peter M. Traub

ptraub@gmail.com
www.petertraub.net

EDUCATION

University of Virginia

Ph.D in Music Composition, expected 2010

Stanford University

Non-degree-seeking visiting researcher, 2002 - 2003

Dartmouth College

M.A., Computer Music, 1999

University of Florida

B.A, English, 1997

Concentration in creative writing and theory

Additional coursework in electro-acoustic music composition

AWARDS AND HONORS

University of Virginia Award for Excellence in Scholarship, 2008

SEAMUS/ASCAP Student Commission Competition Finalist, 2006

Jefferson Fellowship recipient for graduate study at the University of Virginia

National Merit Scholar

Florida Undergraduate Scholarship

University of Florida Alumni Scholarship

Member of Golden Key National Honor Society

Member of Sigma Tau Delta English Honor Society

University of Florida Phi Beta Kappa Creative Achievement Award Recipient, 1997

Graduated Magna Cum Laude from University of Florida

Full Scholarship and Stipend, Dartmouth College (1997 – 1999)

COMPOSITION TEACHERS

Jon Appleton

Matthew Burtner
Ted Coffey
Charles Dodge
Eric Lyon
Larry Polansky
James Sain
Judith Shatin
Christian Wolff

SELECTED COMPOSITIONS

Panta Rhei (2008), an interactive light and sound sculpture in collaboration with Lanier Sammons

ItSpace (gallery version) (2008), a live physical installation based on the online *ItSpace* project

ItSpace (2007), nine short tape pieces for the online *ItSpace* project

convergence (2007), for multichannel tape

nodes (2006), for violin, oboe, and network-connected spaces

next ground loop (2006), for violin, viola, cello, piano, and internet feedback

ground loops (2005), for solo percussion and internet feedback

rarefractions (2005), for percussion trio (vibraphone, marimba, and glockenspiel)

points of interest (2005), for solo trombone

bassoonism (2004), for solo bassoon

portfoliosis (2003), eight-channel computer generated tape

10five1 (2003), computer generated tape

etude no. 4 (2002), computer generated tape

retour (2002), eight-channel computer generated tape

aurora (1999), processed internet sound

bass cable (1999), computer generated tape

cable (1999), computer generated tape

experiment on unknown sample (1999), processed internet sound

Jonestown (1999), tambourine, voice, and real-time computer processing

gate study no. 1 (1998), computer processed voice

piano installation (1998), computer controlled piano

trilogy (1998), computer generated tape

Stutter (1997), computer generated tape

water retention (1996), computer generated tape

C-Span (1996), computer generated tape

Evolution123 (1996), computer generated tape

SELECTED INTERNET PROJECTS

ItSpace (2007), an online participatory sound installation using MySpace.com.

Commissioned by the Networked_Music_Review.

<http://transition.turbulence.org/Works/itspace>

Discordia (2003), A new media/arts/technology weblog.

international collaboration with five other theorists and artists.

<http://www.discordia.us>

sibling revelry (2001), web-based interactive sound installation,

collaboration with Gregory Traub

<http://www.fictive.org/sr>

NetSong (2000), web-based sound installation for synthesized voice and search engine,

collaboration with Amy Alexander

<http://www.netsong.org>

bits & pieces (1999), web-based sound installation for processing internet audio samples

<http://www.fictive.org/bits>

SELECTED PERFORMANCES

Panta Rhei, Spark Festival, University of Minnesota, February 17 – 22, 2009.

ItSpace (concert version), Noise in the System, McGuffey Art Center,

Charlottesville, November 2, 2007

ground loops, Alvin Lucier and Friends, University of Virginia, September 16, 2006.

ground loops, Society for Electro-Acoustic Music in the United States (SEAMUS) National Conference, University of Oregon, March 30, 2006.

next ground loop, The NeXT Ensemble, University of Virginia, March 23, 2006.

ground loops, Digitalis (Mike Schutz performing), University of Virginia, May 3, 2005.

rarefractions, Talujon Percussion Quartet, University of Virginia, March 25, 2005.

retour. Florida Electro-Acoustic Music Festival, University of Florida, April 3, 2004.

portfoliosis. SEAMUS National Conference, San Diego State University, March 27, 2004.

portfoliosis. CCRMA Fall Concert, Stanford University, October 29, 2003.

retour. 'Woodstockhausen,' University of California Santa Cruz, September 27, 2003.

etude no. 4. 'Woodstockhausen,' University of California Santa Cruz, September 27, 2003.

etude no. 4. 'The Electric Rainbow Coalition' festival, Dartmouth College, August 23, 2003.

retour. SEAMUS concert, International Electro-Acoustic Music Festival, Bourges, June 7, 2003.

retour. 'The Washington Invitational,' University of Washington, June 7, 2003.

retour. CCRMA Winter Concert, Stanford University, February 13, 2003.

Jonestown. Festival of New Musics, Dartmouth College, April 29, 1999.

trilogy. SEAMUS National Conference, San Jose State Univ., San Jose, California, March 28, 1999.

Jonestown. World Music Hall, Wesleyan University, Middletown, Connecticut, 1999.

trilogy. 'Unbalanced Connection 6,' University of Florida, February 19, 1999.

gate study no. 1. Hopkins Center, Dartmouth College, 1998.

water retention. 'the two-sided triangle' concert, Institute for Computer and Electronic Media, Essen, Germany, May 1998.

trilogy. Hopkins Center, Dartmouth College, 1998.

Stutter. Sixth Annual Florida Electro-Acoustic Music Festival, Univ. of Florida, 1997.

Evolution123. Fifth Annual Florida Electro-Acoustic Music Festival, Univ. of Florida, 1996.

SELECTED EXHIBITS

ItSpace. 'Audio January,' The Bridge Progressive Arts Initiative, Charlottesville, VA, 2008.

NetSong. 'Transcodex,' Boston CyberArts Festival, April 2003.

bits & pieces. 'Kontrollfelder' (Control Panels): Programming as an Artistic Practice, Dortmund, Germany, April 2002.

bits & pieces, 'transmediale.02 [go public!]' - International Media Art Festival, Berlin, 2002.

bits & pieces. Art on the Net 2001: Post-Cagian Interactive Sounds, Machida City Museum of Graphic Arts, Tokyo, October 2001.

NetSong. Art on the Net 2001: Post-Cagian Interactive Sounds, Machida City Museum of Graphic Arts, Tokyo, October 2001.

bits & pieces. 'Media@terra,' International Art and Technology Festival, a moving festival traveling through Eastern and Central Europe. 2001.

NetSong. European Media Arts Festival, Osnabrück, Germany, April 2001.

NetSong. 'CADE' Festival, Glasgow School of Art, Scotland, April 2001.

bits & pieces. 'immedia1901,' Digital Art Exhibition, Univ. of Michigan, 2001.

NetSong. 'Net.congestion,' festival, Amsterdam/Internet, October 2000.

bits & pieces. 'net condition,' Center for Art and Media, Karlsruhe, Germany, 2000.

bits & pieces. '<img_src>,' Art Center College of Design, Pasadena, CA, May 2000 .

EMPLOYMENT EXPERIENCE

Software Engineer (1/04 – 7/04)

Vindicia, Inc.
San Mateo, CA

Implemented a scalable OpenLDAP-based authorization system to control internal and external access to Vindicia's servers. LDAP database was synchronized with a central Postgres database (utilizing Perl modules) and used database replication to synchronize between the master authorization server and individual LDAP servers running on workstations, web servers, and database servers.

Software Development Architect (June 2002 – January 2004)

The Betty Mills Company
San Mateo, CA

Sole technical lead and systems administrator for The Betty Mills Company. Responsibilities include: back and front-end development of retail website, maintenance and backup of Linux-based production webserver, development of MySQL database, internal system administration, designing and writing database-driven features for live site, designing and writing back-end administrative features to streamline customer service, sales, and accounting.

Web Applications Engineer (contract) (March 2002 – June 2002)

Cogneo
San Mateo, CA

Wrote and integrated Perl-based applications for clients. Responsibilities included system administration of client servers and development of database-driven applications.

Senior Software Engineer (September 1999 – August 2001)

Zack Systems
San Mateo, CA

Created database-driven front and back-end applications and libraries for the Zack Proxy Platform utilizing Object Oriented Perl, CGI, MySQL, Javascript and HTML. Designed, specified, and wrote a shared browsing and chat application, allowing multiple users to enter a single chat room and browse the web via a linked browsing mechanism. Application development Project Manager for Zack's key Enhanced Services Server.

PUBLICATIONS

Traub, P. 2005. *Sounding the Net: Recent Sonic Works for the Internet and Computer Networks*. Contemporary Music Review. Vol. 24, No. 6, December 2005, pp. 459 – 481.

Traub, P. 1999. *bits & pieces: A Sonic Installation for the World Wide Web*. M.A. in Electro-Acoustic Music Thesis, Dartmouth College, May 1999.

UNPUBLISHED PAPERS

“Interactive Sound Art on the Internet”

“Structural Correspondences Between Specific Electro-Acoustic and Instrumental Pieces from 1985 to Present”

“A Structural Comparison of Two Seminal Minimalist Works: Reich’s ‘Music for 18 Musicians’ and Glass’s ‘Music in 12 Parts’”

TEACHING EXPERIENCE

University of Virginia

MUSI 435: Interactive Media (teaching assistant), taught by Prof. Matthew Burtner

University of Virginia

MUSI 205: American Musical Mavericks (teaching assistant), taught by Prof. Matthew Burtner

Univeristy of Virginia

MUSI 235: Technosonics – Digital Music (teaching assistant), taught by Prof. Matthew Burtner

Univeristy of Virginia

MUSI 339: Introduction to Computer Music (teaching assistant), taught by Prof. Matthew Burtner

Dartmouth College

CC 12: Music and Computers (undergraduate teaching assistant), taught by Prof. Jean Piche’