

Sean P. Nealon

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Skills: C#, Unity, DAWs, Max MSP, Video Game Design, and Interactive Systems Design

Objective:

Promote musical learning and discovery by developing accessible software

Events:

[ARIA](#) at MIT Media Lab
January 16-17th 2018

[Hacking Arts](#) at MIT Media Lab
November 11-12th 2017

[Global Game Jam](#) at Quinnipiac
February 2015

Awards

Best Use of Mixed Reality
Awarded by Microsoft
For Project [bARricade](#)
At [Reality Virtually Hackathon](#)
MIT Media Lab - October 2017

Performing Arts Scholarship
Hartt School of Music - 2010-2015

Composition Award
Vermont Allstate - Spring 2010

Future Philanthropist of the Year
Vermont Foodbank - 2004

[Hatch](#), Fall 2017 - Current

Head Coach – Mentored elementary students in javascript

Coach Trainer – Prepared coaches to teach effectively

Studio Leader at [NuVu](#), December 2017

Co-taught an interactive art installation studio for high schoolers

Reactive Audio Contractor

[Modnanock](#) – Collaborated on adding reactive audio to an [installation](#) for the Mississippi Civil Rights Museum, August-September 2017

[Oto](#) – Developed native synths for Oto software, April-May 2017

[PointMotion](#) – Contributed to the mobile application, May 2017

Associate Game Designer at [Harmonix](#), Fall 2016 – Winter 2017

- Assisted in the development of a digital tabletop game known as [DropMix](#). Contributed as a QA tester and musical game designer.
- Developed a prototype for a video game in virtual reality using a combination of Max MSP and Unity. This game focused on developing musical agency for the player and social experience.

Intern at [Qleek](#), Spring 2016

Responsible for integrating services (Soundcloud, Spotify, etc.) into the Qleek Android environment. Created three 'players' during the internship – Podcast, Instagram and Deezer.

Intern at CCRMA at Stanford University, Spring 2014

- Assisted undergraduate students in their development and manifestation of a musical effect project
- Developed software for musical creation using gesture control
- Audited classes in musical game development, music cognition and perception, and music research

Recording Engineer, Mix Engineer and Live Sound Assistant

MSR Sound: Camp Bisco, DMX, Akwesasne Mohawk Casino- 2011-2016

Middlebury College Dance Department Art Installation - Spring 2016

[Vermont College of Fine Arts Composition Residency](#) - February 2016

[Cliffhouse Audio](#), Technical Consultant, Montpelier VT- Winter 2016

B.A. from the Hartt School of Music, September 2010 - May 2015

Majored in Music Technology with a Concentration in Jazz Trumpet

References

Helen McWilliams, Creative Lead/Senior at Harmonix:

helen@harmonixmusic.com

Chris Chaffe, Director of CCRMA at Stanford University:

cc@ccrma.stanford.edu

Ismail Sahli, CEO of Qleek: ismail@qleek.me