

Alex Wroten

6242 Hallgarten Hall • Dartmouth College • Hanover, NH 03755
(864) 423-4162 • alex@alexwroten.com
<http://www.alexwroten.com>

EXPERIENCE

Dartmouth College January 2010 – February 2011

- Teaching assistant for MUSIC 21 music theory course, under professor David Plans Casal.

Columbia Arts Academy February 2007 – August 2007

- Instructed students of all skill levels on how to play the guitar

Radio Host September 2006 – February 2010

- Produced two-hour radio show weekly on WDCR at Dartmouth College, September 2009 – February 2010
- Produced two-hour radio show weekly on WUSC-FM at the USC, September 2006 – May 2008

Freelance Filmmaker September 2001 – Present

- Wrote, directed, filmed, and edited three full-length and eight short films, including all sound design work.
- Extensive experience creating/editing sound effects and dialogue, including post-production and 5.1 mixing.
- Established Well Dang! Productions for the distribution and sale of films

Freelance Web Designer June 2000 – Present

- Designed, programmed, and maintained both static, page-driven websites and dynamic, database-driven websites for clients ranging from freelance artists to industrial drilling firms

Freelance Composer March 2000 – Present

- Composed both acoustic and electronic concert works for ensembles ranging from traditional full orchestra to progressive rock combo
- Composed, produced, and recorded soundtracks for three full-length and 15 short films, 1 video game

EDUCATION

Dartmouth College Master's in Digital Musics September 2009 – Present

- Master's Thesis topic: "Developing Musical Video Games," an analysis of how future video games can continue to grow and develop more meaningful relationships between game genres, players, and a game's music/audio.
 - Designed and programmed three musical video games using Unity3D engine and MaxMSP to illustrate thesis topic: "Cube," a platform game, "Pyramid," a first-person shooter, and "Sphere," a stealth game.

University of South Carolina Bachelor's in Music Composition August 2005 – May 2009

- Graduated Summa Cum Laude from the South Carolina Honors College (GPA 3.95).

RECENT AWARDS

- Received full tuition and stipend to attend Dartmouth College, September 2009 – June 2011
- USC Magellan Grant to research and develop laptop ensemble music, April 2008 – April 2009
- National Science Foundation grant-funded fellowship to compose music for USC NanoCenter, January 2007

SKILLS AND PROFICIENCIES

- 11+ years of digital and analog recording and mixing experience from movie sound design to multitracked ensembles
- Fluent in a variety of software (PC and Mac), including Adobe Audition, Adobe Photoshop, Audacity, Dreamweaver, Cockos Reaper, Eclipse, FL Studio, MATLAB, MaxMSP/Jitter, Microsoft Office, Microsoft Visual Studio, OpenOffice, Sibelius, Sony ACID, Sony DVD Architect, Sony Sound Forge, Sony Vegas Pro, Soundhack, and Unity3D
- Fluent in audio programming languages MaxMSP, PD, and MIDI
- Extensive experience with Java, JavaScript, ASP, Visual Basic. Familiarity with C++ and ActionScript.
- Experience with an array of audio processing software plugins and hardware interfaces for Mac and Windows.