

# STEPHAN VANKOV

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- comprehensive audio and video portfolio - <http://www.tetmusic.com> ■

## SUMMARY

- audio professional with strong background in music composition, interactive audio and sound design
- technologically and creatively-minded
- experience managing projects from concept through development and execution
- analytical and task-oriented with attention to small detail and big picture
- tools developer maximizing and streamlining workflow procedures
- innovative in approach to audio and interfacing
- hard-working and diligent
- conscientious and team-oriented attitude

## CAREER EXPERIENCE

**Activision** – Music Production Specialist (January 2010 – February 2011)

DJ Hero is an award-winning video game developed by FreeStyleGames, published by Activision. The game incorporates a hardware turntable controller with gameplay similar to titles like Guitar Hero and Rock Band where the player follows on-screen cues to perform the music and score points.

### Idea Generation

- Identified songs and mix combinations for DJ Hero 2 songlist.
- Generated licensed music ideas for DJ Hero 2 and other Activision titles, including True Crime Hong Kong.

### Audio Content Production

- Produced gameplay-oriented remixes and mashups from licensed song masters and audio libraries.
- Collaborated with DJ talent in the creation of celebrity guest mixes.
- Collaborated with advertising agency video production teams on audio editing for DJ Hero television advertisement.

### Audio Tools Development

- Developed gameplay prototyping tools, used for concepting core gameplay functionality and feature advancements.
- Developed real-time tools for inputting, visualizing and error-checking gameplay mechanics.
- Developed script for capturing scratch mechanics for integration into game audio engine.
- Developed script for automated batch rendering and naming of audio assets.
- Developed script for previewing licensed and scored music ideas to gameplay video, enabling music supervisors without knowledge or access to audio and video editing software to quickly asses music temp ideas to picture.

**California Institute for Telecommunications and Information Technology – Audio Content Developer (June 2009 – November 2009)**

The UC San Diego division of the California Institute for Telecommunications and Information Technology provides expertise in visualization, virtual-reality and collaboration tools to support King Abdullah University of Science and Technology's deployment of state-of-the-art technologies for scientific research and visualization. KAUST is an international, graduate-level research university dedicated to inspiring a new age of scientific achievement in the Middle East and the world.

Audio Content Production

- Developed audio content for virtual reality and simulation projects using advanced approaches to authoring, recording synchronization and sound imaging.
- Developed custom software for automatic tracking and localization of 3D video objects in immersive, multi-channel audio environments.

Emerging Technologies Development

- Collaborated with KAUST Visualization Lab development engineers and research scientists in the investigation and exercising of emerging software and hardware tools for virtual reality audio authoring and rendering.
- Provided assistance to KAUST development engineers, programmers and research scientist in early stage exercising of higher resolution conferencing and tele-presence capabilities.

Facilities Management

- Coordinated production and recording facilities, showcase, and conference space operations.
- Managed equipment inventory and performed small/medium scale installation of upgrade and replacement equipment.

**Numark Industries (Alesis / Numark / Akai / IonAudio) – Project Manager (March 2006 – June 2009)**

Numark Industries is a multi-brand, musical instrument, DJ and studio electronics company specializing in audio hardware design and engineering with overseas manufacturing.

Product Design and Project Management

- Evaluated, researched and proposed new product ideas to executive management.
- Generated product specifications and developed conceptual design with Industrial Design and Engineering departments.
- Identified resources needed and worked with project team to assign individual responsibilities.
- Worked with overseas vendors to develop bill of materials, cost estimates and lead times.
- Worked with Quality Assurance department to create comprehensive procedures for product testing.
- Reviewed and approved deliverables prepared by team before production.

Technical Documentation

- Generated and maintained product documentation, including user manuals, troubleshooting guides and product tutorials.
- Drafted copy for marketing deliverables.

Product Testing

- Tested hardware and software products during pre-production phase to identify bugs and evaluate reliability.
- Recommended solutions for optimizing product features and end-user experience.

## TECHNICAL PROFICIENCY

### Software

- Audio Production Workstations – Ableton Live, Reason, Pro Tools, FL Studio, Cubase
- Open-source programming environments for audio and video – MAX/MSP, Pure Data, Isadora
- Audio Analysis, Editing and Processing - Adobe Audition, Wavelab, Peak
- VST plug-ins, instruments, and mastering effects
- Familiarity with Unity and Unreal development engines
- AutoHotKey scripting
- Video editing – Sony Vegas, Adobe Premiere
- Image processing – Adobe Photoshop, Adobe Illustrator
- Office suite – Word, Excel, PowerPoint, Outlook
- MAC and PC computer platforms

### Hardware

- Multi-channel computer audio interfaces
- Recording equipment and techniques
- Analog and digital mixing consoles
- MIDI/HUI control surfaces and interfaces
- Multi-channel speaker arrays

## RELATED EXPERIENCE

- Music composer, foley designer for Hotel, a short film exhibited at the Pompidou Center in Paris.
- Sound designer and custom software programmer for Gatherings, a performative multimedia lecture by Jordan Crandall.
- Surround sound composer for Soundscapes demonstration at iGrid2005 and AES2006 conferences, involving real-time streaming of high-definition, uncompressed audio and video from remote locations over fiber-optic networks.
- Audio engineer for surround sound demonstrations and live concerts for CalIT2 dedication events in 2005.
- Surround sound composer for American Desert installation by Louis Hock at Cal State University of Long Beach in 2006.
- Live performance artist collaborating with other audio/visual artists fusing electronic music, live sound and visual media.

## AWARDS

- Hollywood Post Alliance's Michael J. Brinkman Award for outstanding work in postproduction – September 2005
- UCSD Creative Work in Computer Music Award – May 2005

## EDUCATION

**Bachelor of Arts: Interdisciplinary Computing in the Arts (Music Emphasis)**, University of California - San Diego, 2005

Coursework: Computer Music, Mixing and Editing, Musical Acoustics, Musical Psychoacoustics, Audio Spatialization for Surround Sound Environments, History of Art and Technology, Composition Techniques