

**Jon J. Kulpa**  
Oakland, CA

*EDUCATION*

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- University of California, Berkeley** **August 2019**  
- Ph.D., Music Composition  
- Dissertation title: "QuBits, an Interactive Virtual Reality and Compositional Space for Sound and Image"
- University of California, Berkeley** **May 2014**  
- M.A., Music Composition  
- GPA : 3.99
- San Francisco Conservatory of Music** **October 2010**  
- B.M., Music Composition  
- GPA : 3.99
- University of Michigan, Ann Arbor, MI** **May 2003**  
- B.A., Psychology  
- GPA : 3.93

*PRINCIPLE TEACHERS*

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- University of California, Berkeley**  
- Edmund Campion **2012 - 2020**  
- Franck Bedrossian **2013, 2016**
- San Francisco Conservatory of Music** **2006 - 2015**  
- David Garner

*TEACHING*

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- University of California, Berkeley*  
*Center for New Music and Audio Technology (CNMAT)*  
**M158A: Sound and Music Computing with CNMAT Technologies** **2017 - 2018,**  
**2020**  
- Developed teaching modules and instructed students to learn basic and higher level concepts of computer music using Max/MSP, gen~, odot, and CNMAT-specific Max objects  
- Guided students to build their own musical compositions, instruments, and tools  
- Designed a system to organize and link to all pedagogical materials by an auto-populating index system. The index generates itself from a folder and file structure. Future instructors will contribute their materials, which will automatically be linked.

- CNMAT odot Immersion Course** 2017
- Developed a module to help teach progressively more advanced concepts of the odot expression language and odot objects within the Max/MSP environment
  - Presented on the integration and use cases of odot in my dissertation, QuBits

*University of California, Berkeley*

- M53B: Harmony II (for music majors)** 2015 - 2017
- Created and taught from interactive harmony lesson sheets to demonstrate and distill chromatic harmony and principles of musical form
  - Harmony lesson sheets are now in use across the UC Berkeley music department

- M53A: Harmony I (for music majors)** 2013 - 2016
- Created and taught from interactive harmony lesson sheets to demonstrate and distill diatonic harmony and principles of writing

- M25: Introduction to Music Theory (for non-majors)** 2014 - 2015

*GENERATIVE INSTRUMENTS / ENVIRONMENTS*

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- QuFoam (in progress)** 2020
- the system: a real-time generated sound mass of 450 sonic particles, organized into 9 waves
  - presentation: 3 études performed with this system in real-time, with projected visuals

- QuBits** 2019
- the system: an interactive virtual reality environment with evolving sound and visuals
  - presentation: a user wears VR hardware and headphones to explore and affect the environment

*LARGE ENSEMBLE*

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- on expanding resonances** May 2010
- The Cathedral of Saint Mary of the Assumption, San Francisco, CA*
- 4 percussion, 9 string quintets, electronics positioned around the performance space

*CHAMBER WORKS*

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- negative expanse** April 2017
- UC Berkeley Hearst Memorial Mining Building atrium, Berkeley, CA*
- string quartet, 8-channel speaker environment, in-ear cueing system
  - commissioned by Friction Quartet and the Sounds of Science Commissioning Club

- The Sea at Land's End** 2013
- a sonic scene and game for chamber orchestra divided into 5 groups

- 30 minutes of sleep** 2009
- chamber ensemble

- Tanczene** 2007
- viola and piano

*SOLO PIANO*

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**Where the Thread Begins** 2008  
- utilizes harmonics inside piano

*ELECTRONIC TAPE MUSIC*

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**chimes v3** May 2008  
*San Francisco Conservatory of Music atrium, San Francisco, CA*  
- fixed electronic music written for six speakers positioned around a three-floor atrium

*AWARDS AND COMMISSIONS*

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**Eisner Award, music composition** 2018  
*University of California, Berkeley*

**Sounds of Science Commissioning Club** 2015  
- to support new work, negative expanse, on the subject of black holes for Friction Quartet

**Outstanding Graduate Instructor** 2013  
*University of California, Berkeley*

**Presser Undergraduate Scholar - Outstanding Junior** 2010  
*San Francisco Conservatory of Music*

**Departmental Award in Composition** 2010  
*San Francisco Conservatory of Music*

*SERVICE*

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**Search Committee for Assistant Professor** 2017 - 2018  
*UC Berkeley Center for New Music and Audio Technologies, Berkeley, CA*  
- Graduate student representative to review applicant pool and assist in determining new assistant professor in music and technology

*TECHNOLOGY PROFICIENCY*

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**Advanced Proficiency:**

- Max/MSP
- Unity/C#
- odot expression language within the Max/MSP environment (based on Open Sound Control)
- Ableton Live
- Sibelius

**Intermediate Proficiency**

- Jitter
- Gen
- iZotope RX
- Adobe Illustrator