

KOSMAS GIANNOUTAKIS

composer / sound artist

b. 1985 in Thessaloniki Greece

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EDUCATION

- 2014-2018 MA in computer music, electroacoustic composition with Gerhard Eckel, Institute of Electronic Music and Acoustics IEM, Graz, Austria.
- Development of sound installations, concert-installations and performance ecosystems.
 - Research on digital Generative Feedback Networks with self-modulating mechanisms.
 - Composition of game pieces based on spatial acoustics.
- 2009-2012 MA in instrumental composition with Cornelius Schwehr, computer music with Orm Finnendahl, University of Music Freiburg, Germany.
- Development of electronic instruments and robotic sound installations.
 - Composition of chamber music pieces, film music and live-electronics.
- 2007-2008 Erasmus Program, composition with Reinhard Wolschina, percussion with Gerhard Gläßer, University of Music Franz Liszt Weimar, Germany.
- Performances with the University orchestra and ensembles and the Jenaer Philharmonie as percussionist.
- 2003-2009 BMus in composition, University of Macedonia, Thessaloniki, Greece.
- Composition of solo instrument and chamber music pieces, music for theatrical performances.
 - Expertise in morphology and music theory of the 19th and 20th century.
 - Sound synthesis techniques and electroacoustic composition.
- 2003-2007 Diploma in Piano performance, Macedonian Conservatory of Thessaloniki, Greece.
- Mastery of 18th, 19th and 20th century piano repertoire.
- 2003-2005 Diploma in Counterpoint studies, Macedonian Conservatory of Thessaloniki, Greece.
- Expertise in 16th and 17th century counterpoint.
- 2001-2003 Diploma in Band orchestration, Municipal Conservatory of Nea Moudania, Greece.
- Expertise in marching band orchestration.
- 2000-2003 Diploma in Harmony studies, Municipal Conservatory of Nea Moudania, Greece.
- Expertise in 18th and 19th century analysis and harmony.

SELECTED WORKSHOPS

- Workshop "Designing Sounds In The Cloud", hosted by: Visda Goudarzi, Mathieu Barthet, György Fazekas, Francisco Bernardo, Rebecca Fiebrink, Michael Zbyszynski and Chunghsin Yeh, Queen Mary University of London, United Kingdom.
- Workshop "Smartphone Passive Augmentation" with John Granzow and Romain Michon, Jean Monnet University, Saint-Etienne, France.
- Workshop "Introduction to Wave Field Synthesis for Music Composition and Sound Installation Art" with Markus Noisternig (IRCAM) and Fernando Rincon Estrada (UCSB), ZKM | Center for Art and Media Karlsruhe, Germany.
- Workshop "3D Spatialization using Zirkonium MKIII" with Chikashi Miyama, ZKM | Center for Art and Media Karlsruhe, Germany.
- Masterclass with Agostino Di Scipio at IEM as part of the concert series SIGNALE Graz, Austria.
- 7th international workshop for young composers in Mazsalaca with O. Bianchi, S. Bhagwati, A. Safronov and Divertimento ensemble, Latvia.
- Sävellyspaja composition masterclass and workshop with J. Tiensuu, T. Räisänen, J. Kaipainen and Avanti! Chamber Orchestra, Finland.
- Seminar/workshop "Soundscape Composition" with Panayiotis Kokoras, Music Village, Greece.

AWARDS

- ALife Art Award 2018, honorable mention, National Museum of Emerging Science and Innovation in Odaiba, Tokyo Waterfront City Lying, Japan.
- 2018 COLLAB Composition Competition, 3rd Prize, Institute for Electronic Music and Acoustics (IEM), University of Music and Performing Arts Graz (KUG), Austria.
- {Raum::Klang} composition contest "Interactive Sounds", 4th Prize, I²AudioLab Department Computer Science, Faculty TI, UAS Hamburg, Germany.
- "Excellence in Art, Design and the Production of Sound", "klingt gut!" Symposium on Sound 2016, Faculty of Design, Media, and Information, HAW Hamburg, Germany.
- NeuerBand composition competition 2016, honorable mention, Switzerland.
- "Si15 Best Student Submission Award" 2015, 2nd International Symposium on Sound and Interactivity, Singapore.
- Composition competition 2005, 2nd prize, University of Macedonia, and Ionian University, Greece.

SCHOLARSHIPS

- Financial support for international artistic project 2015, 2016, 2017, 2018, University of Music and Performing Arts Graz, Austria.
- Research scholarship 2016, Federal Ministry of Science, Research and Economy, Austria.
- Advancement scholarship 2015, University of Music and Performing Arts Graz, Austria.
- Miscellaneous Grant 2014, The Harry and Alice Eiler Foundation, Inc, USA.
- E.T.A. Hofmann Stiftung fellowship 2009-2010, University of Music Freiburg, Germany.
- State Scholarships Foundation (I.K.Y.) fellowship 2007-2008, Erasmus Program, Greece.

CONTRIBUTIONS TO ARTISTIC RESEARCH PROJECTS

- [COLLAB](#), project proposal selection for a participative performance/installation and a collaborative composition, project leader: Visda Goudarzi, funded by Austrian Science Fund.
- [ALMAT](#), selected for participation at the "Workshop-in-Exposition – Thresholds of the Algorithmic", project leaders: Hanns Holger Rutz and David Pirrò, funded by Austrian Science Fund.
- [GAPPP](#), commissioned for the creation of two game-based compositions, project leader: Marko Ciciliani, funded by Austrian Science Fund.
- [Klangräume](#), invitation for an artistic intervention on the sound installation "Parisflâneur" of Martin Rumori, project leader: Gerhard Eckel, funded by Zukunftsfonds Steiermark.

RESIDENCIES

- "Graphic notation" residency 2018, ZKM | Center for Art and Media Karlsruhe, Germany, "INTERFACES" project.
- Vorort_2_draußen Symposium & Kunstfestival, Artist-in-Residence Programm 2016, Starzach-Börstingen, Germany.
- Artist in residence, Conlon Foundation Residency Project 2015, Gaudeamus Foundation, Utrecht, Netherlands.

ACADEMIC CONFERENCES AND SYMPOSIA

- inSonic 2018 Algorithmic Spaces, ZKM | Center for Art and Media Karlsruhe, Germany.
- UPIC - Graphic Interfaces for Notation Conference, ZKM | Center for Art and Media Karlsruhe, Germany.
- PER CHI SUONA IL PAESAGGIO 2018, Forum Klanglandschaft, Vigevano, Italy.
- SERG 2918 International Postgraduate Research Conference, University of Aberdeen, United Kingdom.
- inSonic 2017 Immersive Future, ZKM | Center for Art and Media Karlsruhe, Germany.
- XCoAx 2017: 5th Conference on Computation, Communication, Aesthetics & X. University of Lisbon, Faculty of Fine Arts, Portugal.
- Audio Mostly 2017, Queen Mary University of London, United Kingdom.
- Linux Audio Conference 2017, Jean Monnet University, Saint-Etienne, France.
- XXI Colloquio di Informatica Musicale, Cagliari, Italy.
- 2016 International Conference on Live Interfaces, University of Sussex, United Kingdom (peer reviewer).
- Toronto International Electroacoustic Symposium 2016, Toronto, Canada.
- "klingt gut!" Symposium on Sound 2016, Faculty of Design, Media, and Information, HAW Hamburg, Germany.
- 42nd International Computer Music Conference, HKU University of the Arts Utrecht and Gaudeamus Muziekweek. Utrecht, Netherlands.
- BEAST FEaST 2016, REAL/UNREAL, University of Birmingham, United Kingdom.
- inSonic2015, aesthetics of spatial audio in sound, music and sound-art, ZKM | Center for Art and Media Karlsruhe, Germany.
- 2nd International Symposium on Sound and Interactivity 2015, Auditorium School of Art, Design and Media, Nanyang Technological University, Singapore.
- 21st International Conference on Auditory Display, Institute of Electronic Music and Acoustics IEM, Graz, Austria (Student volunteer).

FESTIVALS AND CONCERTS (selection)

2018

- Sonic Current. PER CHI SUONA IL PAESAGGIO 2018, Forum Klanglandschaft, Vigevano, Italy.
- Sonic Current. Video presentation, ALIFE 2018 conference, National Museum of Emerging Science and Innovation in Odaiba, Tokyo Waterfront City Lyng, Japan.
- Sonic Current. Workshop-in-Exposition – Thresholds of the Algorithmic, Lydgalleriet, Bergen, Norway.
- ContractionPoint. Sonic Realities, SERG International Postgraduate Research Conference, University of Aberdeen, United Kingdom.
- Inter-Perturbations. {Raum::Klang} I²AudioLab, Computer Science Department, UAS Hamburg, Germany.

2017

- Sonic Current. inSonic 2017 Immersive Future, ZKM | Center for Art and Media Karlsruhe, Germany.
- Inter-Perturbations. {Raum::Klang} I²AudioLab, Computer Science Department, UAS Hamburg, Germany.
- Contraction Point. XCoAx 2017: 5th Conference on Computation, Communication, Aesthetics & X. University of Lisbon, Faculty of Fine Arts, Portugal.
- Sonic Current. New York City Electroacoustic Music Festival, Abrons Arts Center, New York City, U.S.A.
- Sonic Current. Linux Audio Conference 2017, Université Jean MONNET, Saint-Etienne, France.
- Sonic Current. 13th Athens Digital Arts Festival, Greece.
- Timelife. Le Festival de M.A.I. (Musiques Actuelles Improvisées), Nice, France.
- Sonic Current. Special Olympics World Winter Games 2017, Messe Congress Graz, Austria.
- Attractive Correlations. Junge SIGNALE. MUMUTH, Graz, Austria.

2016

- Self-sustaining play. TRANS – Denken in Klängen, Kulturzentrum bei den Minoriten, Graz, Austria.
- Sonic current. "The Digital Body" International Exhibition, Bucharest International Dance Film Festival, Romania.
- Klangströme Börstingen – Timelife. Vorort_2_draußen Symposium, Starzach-Börstingen, Germany.
- Verschränkte Spielräume. Selected as NEU NOW artist for the online version of the festival.
- Contraction point. XXI Colloquio di Informatica Musicale – FESTIVAL SPAZIOMUSICA, Cagliari, Italy.
- Contraction point. 42nd International Computer Music Conference, HKU University of the Arts Utrecht and Gaudeamus Muziekweek. Utrecht, Netherlands.

2015

- Contraction point. inSonic2015, aesthetics of spatial audio in sound, music and sound-art, ZKM | Center for Art and Media Karlsruhe, Germany.
- Contraction point. ZEPPELIN 2015 Ars Electroacustica, Dures pedres precioses, Barcelona, Spain.
- Timelife. GENERATE! Festival für elektronische Künste 2015, Shedhalle Tübingen – Forum für zeitgenössische Künste, Germany.
- Ascending and descending. Disklavier research project 2015, Gaudeamus Muziekweek, Utrecht, Netherlands.
- Timelife. Soundislands Festival/2nd International Symposium on Sound and Interactivity 2015, Auditorium School of Art, Design and Media, Nanyang Technological University, Singapore.
- Contraction point. next_generation 6.0 2015, ZKM | Center for Art and Media Karlsruhe, Germany.
- Contraction point. Open CUBE 2015, IEM, Graz, Austria.
- Ascending and descending. prattica-E 2015, Kulturzentrum bei den Minoriten, Graz, Austria.
- Timelife. Poetry in visual, ART-MAP 2015, Gallery of City Museum of Aveiro, Portugal.
- Game performance with M. Rumori's interactive sound installation *Paris Flaneur*. Klangräume Finissage, esc medien kunst labor, Graz, Austria.
- Computer music performer, *SCAN*, interactive composition – and improvisation-Project 2015, Klangforum Wien with PPCM-Students, MUMUTH, Graz, Austria.

ARTIST TALKS AND TEACHING EXPERIENCE

2018

- Guest lecture "Music from self-organizing systems", State University of Music and Performing Arts Stuttgart, Germany.
- Guest lecture "Democratic composing", University of Music Karlsruhe, Germany.
- Artistic practice presentation, Bergen Center for Electronic Arts BEK, Norway

2017

- Workshop, Composing Recurrent Network Topologies as Generative Music Systems, Audio Mostly, Queen Mary University of London, United Kingdom.
- Workshop, Generative Music with Recurrent Neural Networks, Linux Audio Conference 2017, Université Jean MONNET, Saint-Etienne, France.
- Rotesofa Artist talk, Kunstort eleven artspace, Starzach-Börstingen, Germany.

2016

- Presentation of Contraction point, Canadian Music Center, Toronto, Canada.
- Guest lecture "Sound Synthesis with Recurrent Neural Networks", Hochschule für Musik und Theater Hamburg, Germany.
- Artist talk, Klingt gut! Symposium on Sound 2016, Faculty of Design, Media, and Information, HAW Hamburg, Germany.

- Lecture "Cybernetic Sound Games", REAL/UNREAL, University of Birmingham, United Kingdom.
- Guest lecture "Cybernetic Sound Games", University of Music Freiburg, Germany.

2015

- Guest lecture "Cybernetic Sound Games", STEIM, Amsterdam, Netherlands.

2012

- Guest lecturer, seminar and workshop "Composition - Electronic Music", University of Macedonia, Department of Music Science and Art, Thessaloníki, Greece.
- Tutor, Studio for Electronic Music and Acoustics selma, 2010-2012, University of Music Freiburg, Germany.

SOFTWARE EXPERIENCE

- Operating systems: Linux Ubuntu, Apple OS X, Microsoft Windows.
- Programming languages: python, C++, julia, lisp (Scheme).
- Audio programming: Pure Data, SuperCollider, Max.
- Graphics environments: Pure Data Gem, openFrameworks, Processing.
- Music notation: Sibelius, Finale, MuseScore, LilyPond, Inkscape.
- Digital Audio Workstations: Ardour, Audacity, Logic, Ableton Live, Cubase.
- Video editing: Adobe Premiere Pro, Apple Final Cut Pro.

LANGUAGE SKILLS

- Greek: native.
- English: professional fluency in reading, speaking and writing.
- German: professional fluency in reading, speaking and writing.

ONLINE COURSES (completed)

- Fractals and Scaling, Complexity Explorer, Santa Fe Institute.
- Introduction to Dynamical Systems and Chaos, Complexity Explorer, Santa Fe Institute.
- Introduction to Complexity, Complexity Explorer, Santa Fe Institute.
- Introduction to Digital Sound Design, Emory University, Coursera (with distinction).
- Introduction to Philosophy, University of Edinburgh, Coursera.
- 6.00x: Introduction to Computer Science and Programming, The Massachusetts Institute of Technology MITx, edX.