Arash Pandi
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Resume:
I've been working with music for almost 15 years and bachelor in Sonic-Media Communication (Sound Design) at Sonic College.
During my study I've been doing:
Studio recording, Foley/ Field recording, sound design for short animations/ movies, radio productions, media communication, making video games & sound design, interaction design & programming sound and visual.

Skills:
Music Production/ Post-production
Creative Programming
Interactive Design
Problem Solving

Educations & certificates:

- Bachelor in Sonic Media Communication/ Sound Design (University College South of Denmark/ Sonic College 2017)

- Acquired rank of 18th among 417 participants and got admitted in the field of Music, in the examination admittance of Bachelor of Art degree program (Tehran Art university/ Iran 2009)

- Associate degree in Electrical Engineering (University of Lahijan/ Iran 2009)

- Pre-University Course in Mathematical Science (Hadaf High School/ Iran 2005-2006)

Experience:

2016 – Live Audio Theater (Copenhagen, Denmark)
Worked as a sound designer and live audio engineer with the theater group "dansk, dansk" at Teatergrad in Copenhagen, which was a live audio theater (similar to a radio play) with 3 voice and foley actors and sound mate Aske Øland Kjærgaard.

2016 – "Live Radio Tour" around Denmark's refugee camps
In July 2016, for a period of one month, we succeeded to design, create and perform 4 live programs where I took roles as host, sound technician, researcher, etc. The programs were broadcasted live from within the camps and with collaboration with some of the refugees.

2016 – Establishing live radio and teaching for Art Academy (Copenhagen, Denmark)
Designed and established an online live radio station for Danish Royal Academy of Art and thought the basic technical instructions on how to do a live radio.

2016 – Live radio workshop (Siggalycke ljudskolan, Sweden) During $4^{th} – 9^{th}$ July 2016 in a collective sound school in Sweden, together with two other members of The Bridge Radio, we facilitated a workshop about live radio, where we produced two radio programs with 10 participants and broadcasted on a local FM channel. My part was focused on sound production techniques, including different microphone techniques, field recording, sound editing, creating sound logo/ jingle, mixing sounds and how to be a live radio sound technician.

2016 – Live Radio (The Bridge Radio) Since March 2016, I started working with the independent/Community radio which now I'm a fixed member. I started as a sound technician but gradually got involved in different activities such as hosting, interviewing, researching and self-organizing refugees and activists inside and outside of Asylum Centers.

2016 – Student teacher in programming and innovation class (Rysensteen Gymnasium) I spent 4 days with 1st grade students of Math, Physics, Chemistry and Biology where I helped teaching them how to program in Processing.js. I joined a team of 6 teachers as a programming guide and also presented my own as well as others work for 90 students in a presentation.

2016 - Intern at Sound and Music Computing (AAU, Copenhagen) For a period of 6 months, I was an intern at Aalborg university in Copenhagen, department of Medialogy/ Sound and Music Computing, where I worked on researching/ prototyping a physical model of the Persian traditional plucked string instrument "Setar".

- **2015 - Composition/Concert for 10 speakers (Sonic College)**
  As a module exam, I composed a piece for 10 speakers using ChucK & MaxMsp and played it live in a concert at school.

- **2015 – Workshop – programming sound (Sonic College)**
  Arranged a workshop at Sonic College, where I introduced ChucK (a programming language written specifically for sound synthesis and music)

- **2015 – Producer/ Audio Engineer (Moonhead)**
  Since 2012, I recorded, edited, arranged, mix & mastered 7 tracks, where I also played piano, electric guitars, synths and composed different sections and did additional drum-programming. In summer of 2015, I finished the final post-production of the debut album of Moonhead, my band in Iran.

- **2015 – A Monophonic Persian Scale-r with MaxMsp (Prototype)**
  In the module "future sound", we had to find a solution for a sound/music problem/ improvement, where I made a max patch that allows the user to access microtonal scales in Persian music, using the standard Midi system.

- **2015 – Lecture - Interactive Installations (Sonic College)**
  I gave a lecture about the approach for doing interactive installations & challenges on the way from the very first steps, using maxforlive, kinect, microphones, etc.

- **2015 – Studio Recording & Production (Sonic College)**
  In the module "Advanced Studio Techniques", me and 6 other students arranged a band, re-arranged a cover song, recorded, edited, mixed and mastered our individual takes on the track as well as a 5.1 surround mix.

- **2015 – Sound Installation (SonicEvent#5)**
  Sonic Event is an annual one-day festival at Sonic College with different musical acts and audio-visual installations. In Feb 15, I prepared an audio installation, where different physical objects would trigger and/or control various audio effects.

- **2014 – Electronic Concert (Language Center, Denmark)**
  For a small Christmas event at the language center in Haderslev, I planned and arranged a concert and a band with two other students, where we improvised on an ambient-techno set for about 30 minutes.

- **2014 – Sound Design (Artphobia, Denmark)**
  Started working as a part time, sound designer and music producer for commercial and non-commercial productions at Artphobia; a web/graphic Design & marketing company. My activities are foley and field recording, sound branding, music production.

- **2014 – DIY Weekend (Sonic College)**
  With the help of Jakob Erland (Gyraf Audio) and Gustav (PCD Grinder), we built a stereo pultec EQ.

- **2014 – Concert and Lecturing (Rasht, Iran)**
  After my first year of study at Sonic College, I arranged a lecture about "Sound in Media" at "The House Of Art & Culture" in Rasht, North of Iran where I talked about various approaches towards sound production in Linear/ Non-Linear media and interactive applications.
  As a experiment on a solo electronic project, I arranged a band of electric guitar/ Kaoss Pad and bass. We improvised live after the lecture, and also in a cafe.

- **2014 – Video Game & Sound Design (Sonic College)**
  For the module "Game Audio", I made a 2D computer game with C# and Unity as well as sound design and music for the game.

- **2014 – Audio-Visual Installation (SonicEvent #4)**
  For the fourth SonicEvent, with two other students we made an audio-visual installation where the audience could manipulate sound and video by their body. I used Kinect and maxforlive on this project.

- **2013 - Lecture (Sonic College)**
  I talked about the cultural/ political situation of music in Iran after the Islamic Revolution.

- **2013 – Sound Design & composition (Kurdistan, Iraq)**
  Composed music and sound design for a documentary movie about the Kurdish lullabies.

- **2007 – Sound design/ Engineer (Rasht, Iran)**
  Assistant in sound designing & engineering in a Rock concert in Guilan University.

- **2007 – Sound Design for Theater (Iran, Tehran)**
  Assisted in sound designing for a play in the Women Theater Festival.

Software & Programming Language

Primary:

- MaxMsp
- ChucK
- Protools
- Ableton Live

Secondary:

- Processing / P5.js
- JavaScript
- Unity
- Logic
- Reason

Knowledge & Training:

- Acoustic, electronics & microphones
- Studio Production (Recording, editing, mix & mastering - Stereo & 5.1)
- Sound in Film & Radio (composition, sound design, foley/field recording)
- Midi-Programming
- Sampling with NI-Kontakt
- Synthesis
- Dynamic sound design (linear/ non-linear applications)
- Game Audio (C# , Unity)
- Sonic Communication
- Project management and leadership
- Prototyping

Language:

- Persian: Native
- English: Professional Working Proficiency
- Danish: Intermediate Working Proficiency