

Clay Burton

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Education

2015 to 2018 **Bachelor of Fine Arts, Music Technology**
CalArts - Valencia, CA
Studied interactive code & design (Ajay Kapur, Spencer Salazar), mastering & mixing music (John Baffa), 3d design using Cinema 4D & Unity (Théotime Vaillant).

2013 to 2014 **One-year Sonology Course**
Royal Conservatory of the Hague - The Hague, Netherlands
Classes include Music and Time (Joel Ryan), Signals and Systems - both 1 and 2 (Peter Pabon), Composing with Algorithms (Paul Berg), Sound and Space (Raviv Ganchrow), Voltage Control Techniques (Kees Tazelaar), The Digital Studio-MaxMSP (Johan van Kreij).

Informal & Ongoing **Personal Projects**
Turning code into physical forms (MaxMSP → Eurorack). Coding for the modern producer.

Work Experience

2017 to Present **Matthias Weber**
Calabasas, CA
Mixing, mastering & recording for film music. Sound design using MaxMSP, Eurorack & Haken Continuum. Advanced studio routing & processing,

2016 to Present **Freelance Mastering & Mixing**
Chatsworth, CA
Working to enhance and clarify an audio track while keeping to its true colors and dynamics. Preparing albums for final release. Providing mix consultation & support.

2016, 2017 **Ojai Music Festival**
Ojai, CA
Providing technical audio support for the annual Ojai Music Festival. Stage & microphone placement. Set up and takedown of the main stage sound system.

- 2015 to 2018** **CalArts Concert Production**
Valencia, CA
Making sure all of the music concerts at CalArts are recorded at the highest possible quality. Experience with live recording, mixing, lighting, web broadcast, and stage management. Experience working in various venues, including the Roy O Disney Hall, The Wild Beast, The RedCat & The Troubadour.
- 2012 to 2013** **The Desk Doctor**
Burbank, CA
Fixing SSL and Neve mixing boards. Fixed mixing boards in the shop. Installed mixing boards into studios. Set up studios' cable needs.
- 2011 to 2012** **Tim Connif**
Encino, CA
Fixing vintage analog synthesizers, drum machines, amps, and a wide variety of unique and rare electronic audio devices. Circuit repair and soldering experience. Fixing devices such as MemoryMoogs, CS-80s, tube organs, MPCs, etc.

Teaching Experience

- 2017** **Guest teaching assistant for Matthias Weber's Film Composition class, CalArts**
CalArts - Valencia, CA
A full class on Kontakt instrument creation. Two classes on film mixing workflow & scoring template creation.
- 2010 to 2013** **Apple Inc.**
Apple - Northridge, CA
Worked as a teacher and a retail employee for Apple. Taught Logic classes to new/returning users. Taught classes and workshops on every apple program/product. Gained knowledge on the best ways to teach complicated programs to provide the user with a deeper understanding of the information.

Selected Exhibitions

- 2018** **An Unauthorized Compendium: Collected Recordings & Images**
The University of Maryland Art Gallery - College Park, MD
University of California, Santa Barbara - Santa Barbara, CA
A Norman Klein group exhibition based on *The Imaginary 20th Century*.
- 2017, 2018** **3D Sandbox**
Black & White - Valencia, CA
CalArts Expo 2018 - Valencia, CA
An interactive, realtime 3D art experience using an experimental single camera 3D capture system, that relies on temporal manipulation to extract three dimensions from a single constantly moving camera.
Created with James Anderson & Shaurjya Banerjee

- 2017** ***Resonance: Journey to the Blue Temple***
CalArts Expo 2017 - Valencia, CA
A live game experience using aural recognition to find the correct card. All coded in MaxMSP.
<https://vimeo.com/223849781>
- 2017** ***Little Lightbulb***
CalArts Expo 2017 - Valencia, CA
A pixel point and click adventure, coded and designed in Unity.
- 2016** ***LFS-1 Introduction***
CalArts Expo 2016 - Valencia, CA
The presentation of the LFS-1 (Light Feedback Synthesizer)
<https://vimeo.com/172631921>

Skills

- Music*** Very experienced mixing and mastering engineer. Jazz drummer for 16 years.
- Programming*** MaxMSP, Max for Live, Arduino, Processing.
- Artistic*** 3D design and interaction using Cinema 4D & Unity. Musical interface design.
- Hardware*** Using Arduino to create physical, interactive environments.

Selected Grants/Awards

- 2017** ***CalArts Interdisciplinary Project Grant***
- 2016** ***Ableton Live Interface Design Award for LFS-1***

References Available Upon Request