Travis Lee Thatcher

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Education

M.S. with a concentration in Music Technology. Georgia Institute Of Technology 2007.

B.S. in Computer Science. Georgia Institute Of Technology 2005.

Technical Skills

Flash/Actionscript 2/3, PHP, MySQL, Wordpress, Indexhibit, JSP, JQuery, FLEX, J2ME, Mobile Processing, C++, C, Python, ChucK, OSC, MAX MSP, Squeak, VXML (voice XML), XML, HTML, CSS. Proficient in the use of Adobe Photoshop, Premier, and Illustrator. Audio engineering experience with Protools HD, Cubase, Ableton Live, and Peak, with live and studio engineering experience.

Industry/Teaching Experience

Freelance developer, specializing in Flash / Actionscript 3, PHP, JQuery. July 2009 - Present.

Actionscript 3.0 Developer for Premiere Global Inc. Feb 2009 - June 2009. Continuations of work at Halcyon Worlds (our project was taken over by PGi).

Actionscript 3.0 and 2.0 developer (Flash 9) for Halcyon Worlds. Contractor May 2007 – December 2007. Full-time programmer from December 2007 - January 2009. Working on many aspects of the development of a complex 3d chatroom with social networking capabilities.

Instructor for the Savannah College of Art and Design (Atlanta Campus). June 2007 – January 2008. Teaching intro programming in c++, python, and bash scripting for visual effects and video game design majors.

Adjunct Instructor for the Art Institute of Atlanta, teaching Audio for Interactive Media. October 2006 – March 2007. Courses taught with an emphasis on integrating audio within interactive Flash projects (eg. Flash jukebox).

TA for Music Technology classes while attending graduate school at the Georgia Institute of Technology. August 2005 – December 2006.

Caps Logistics (Baan SCM) with project experience including: Internationalization of Delphi form interface for products, Creation of several open-source style projects for automatic code generation that incorporated many open source utilities and programs using java. Worked with QA on bug tracking and testing and created VoiceXML-based real time phone demonstrations for products. May 2001 – August 2003

Publications/Proceedings

Weinberg G., Thatcher T. (2006) “Interactive Sonification: Aesthetics, Functionality and Performance” in Leonardo Music Journal 16 (2005) MIT Press.

Thatcher T., Jimison D., Goetzinger J., Freeman J., Weinberg G., “Sequencer404, Mobile Networked Music Demonstration”. Proceedings of the International Computer Music Conference (ICMC 2006), New Orleans, LA.

Weinberg G., Freeman J., Chordia P., Clark F., Moore C., Driscoll S., and Thatcher T. "Georgia Tech Music Technology Group – Studio Report" Proceedings of the International Computer Music Conference (ICMC 2006), New Orleans, LA

Weinberg G., Driscoll S., Thatcher T. (2006) “Jam’aa – A Percussion Ensemble for Human and Robotic Players” ACM International Conference on Computer Graphics and Interactive Techniques (SIGGRAPH 2006). Boston, MA.

Weinberg G., Thatcher T. (2006) “Interactive Sonification of Neural Activity” accepted to the Proceedings of the International Conference on New Interfaces for Musical Expression (NIME 2006), Paris, France.

Thatcher T., Jimison D., Goetzinger J. "Sequencer404: A Networked Telephonic Composer" Mobile Music Workshop 2006, Brighton, UK.

Research/Activities

March 19-25th 2006. Presented workshops and a concert on Machine Listening in musical applications at Hamabadaa in Jerusalem. Activities included performing, running workshops and maintaining the performance systems which included software support for Haile, a robotic drummer created by the Music Technology research lab at Georgia Tech. More information: HYPERLINK "http://www-static.cc.gatech.edu/~gilwein/lm06.htm" http://www-static.cc.gatech.edu/~gilwein/lm06.htm

Research in the field of sonification applied to neuro-engineering using rat brain cell data. A resulting project, “Brainwaves” has been presented as an installation at Eyedrum Art and Music Gallery in Atlanta in January 2005. Co-Author on paper

about research to be presented at CHI 2006 in Paris, France, also Co-Author on Leonardo Music Journal Article (2006).

Research in the area of mobile music and collaborative interaction with a music sequencer project for mobile phones entitled “Sequencer404” presented at the Mobile Music Technology Workshop (March 2006) and at the International Computer Music Conference (November 2006). The final version of this project was programmed using J2ME and involved interfacing with accelerometer sensors using the included J2ME BlueTooth Libraries.

Work on new music interfaces and audio applications using musical controllers called “Beat Bugs” designed by Gil Weinberg at the MIT Media Lab. This work involved researching methods of combining accelerometers, piezo-electric sensors, and force sensitive resistors into creative and innovative configurations for interfacing with musical systems developed with MAX/MSP.