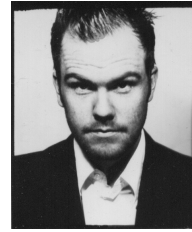


Brendan Dougherty

sound design / music production

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Germany



Born 30 July 1978, Philadelphia, USA
(Irish and American citizenship)

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Work Experience

- 2009 main sound designer and composer for *Chaos Cruisers* multiplayer PC game (to be released by **Kunst Stoff**, Berlin).
- music and sound design for theater piece *There Is No End to More*, premiere at Japan Society of New York, November '09.
- main sound designer and composer for *Troublemakers* for Nintendo DS (to be published by **Ubisoft** in summer 2010). Created music and complete sound design, including themes and voice overs. Worked closely with animation, graphics and programming teams.
- composed music for *Broken on All Sides*; feature length documentary film.
- 2008 work as **Music Director** of the Politics of Ecstasy Festival (Context #6) at the Hebbel am Ufer Theater, Berlin. Involved curating and technical direction of music program for a ten night long festival.
- Wrote music and created sound design for *I offer myself* with choreographer Jeremy Wade. Premiere in HAU 1, Berlin. Subsequent performances in Vienna, Munich, Utrecht, New York.
- 2007 produced sound design, audio content (music and voice-overs) for multimedia installation in **Deutsche Telekom** home office in Bonn in cooperation with Kunst Stoff and **Atelier Markgraph GmbH**.
- composed music and sound design for *Throwing Rainbows Up* with choreographer Jeremy Wade. Performances in Lyon, Berlin, Amsterdam, Utrecht.
- 2006 created music and sound design for the **Volkswagen CO2 table**, an interactive convention object displayed at IAA auto convention in cooperation with Kunst Stoff and Volke GmbH.
- composed music for **SpiegelTV** program and for various **RBB Television Network** programs.
- 2005 created sound design and audio content for interactive installation for various **Volkswagen** convention objects in cooperation with Kunst Stoff GmbH and Volke Entwicklungsring GmbH.
- 2004 began collaboration with various choreographers and theater directors in Berlin (Jeremy Wade, Meg Stuart, Jared Gradinger).
- 2003 composed music for various **RTL Television Network** programs.

Musical Activities

- 2009 Record Release of *Noise Forest* by KGB Trio on Aural Terrains Records.
Created music and sound design for *The Paradoxical Absolutism of Chaos*, on exhibit at the Temporäre Kunsthalle Museum, Berlin.
- 2008 performances with music group *Speller* in Paris, Barcelona, Copenhagen, New York
- 2007 tour with rock band *Idiot Switch*. Performances in Venice, Berlin, Leipzig, Poland, Czech Republic.
Three week long tour of South America with choreographer Jeremy Wade.
- 2006 founded *KGB trio* with Kim Cascone and Guido Henneböhl. Subsequent performances, lectures and workshops in Paris, Berlin, Basel, Frankfurt and record releases on Utech Records.
release of *Cardboard Keyboard* on Scapple Records. Performances in Berlin, Paris, Cologne, New York.
- 2003 moved to Germany, began work as freelance composer and producer.
- 2001 moved to Paris, France. Performed and recorded with various, jazz, pop and new music projects.
- 2000 began work as professional musician (drummer, composer and producer) in jazz, rock and electronic genres. Releases on Utech, Scapple and Why record labels.

Education

- 2001 – audited courses at CCMIX (Center for the Composition of Music Iannis Xenakis) in Paris. Attended workshops and performed with various composers.
- 1996 – 2001 *Bachelor of Fine Arts* from University of Arts, Philadelphia. Major in music performance with extra courses in Orchestration, Conducting, Composition and Music Technology
- 1996 – internship in Third Story Recording studios, Philadelphia PA. duties included tape-op, assistance, and audio engineering.
- 1992 – 1996 private percussion lessons and music theory lessons at Settlement Music School, Philadelphia PA. Recipient of various scholarships.

Skills

- experience with music composition, arrangement, conducting, production in live and studio environments.
- Creation of sound libraries for sound effects and sound design and basic implementation of sound for games

Software

- Logic Pro, Pro Tools, Cubase, Ableton Live, Pure Data, Audio Mulch, Native Instruments Komplete, Renoise, Wave Editor.
- Microsoft Office, Final Cut Pro, Photoshop, Dreamweaver and all native Mac OSX applications.

Languages

- Native English. Fluent in German. Intermediate level French and Spanish.