

HILLARY CHARNAS

29 Cardinal Drive • Glastonbury, Connecticut 06033
(203) 415-9921 • hillarycharnas@gmail.com

TEACHING ARTIST

A highly skilled and resourceful Arts and Communications Instructor with extensive theoretical and practical expertise across the musical, visual, and performing arts. Leverages more than ten years' active experience as a practicing and exhibiting artist to reinforce theoretical knowledge in the classroom. A forward-thinking teacher who equips students with skills required for success in the contemporary art workplace while also encouraging personal vision and thoughtfulness.

- Music History & Composition
- Video & Technology
- Art History
- Recording Arts & Technology
- Graphic Design & Photography
- Computer Composition
- Multimedia Art
- Conceptual Theater Sound Design
- Sound for Television & Radio

EXPERIENCE

WINGSPACE THEATRICAL DESIGN, Brooklyn, New York
Active Member, Sound Design, 2008-Present

- Works closely with collective of artists, designers, writers, and thinkers committed to practice of collaboration in theatrical design, converging ideas and disciplines to create projects greater than the sum of their parts.
- Delivers bold, inventive, and dramatic solutions to stories played out on stage, screen, and in daily lives.

WILLIAM PATERSON UNIVERSITY, Paterson, New Jersey
Faculty, College of the Arts and Communication, 2010-2012

- Led audio and radio production course examining audio aesthetics and analyzing creative responsibilities of sound production. Instructed students in use of studio and remote audio equipment.
- Taught advanced audio production, helping students increase ability to write, produce, direct, and perform in audio production projects. Introduced class to various formats, sound effect creation, musical background, and direction.

YALE UNIVERSITY, New Haven, Connecticut
Instructor, Department of Music, 2009-2010

- Taught course on popular music from 1950 to present day to highlight music as expression of cultural identities in the United States since the end of World War II, covering genres such as blues, rock, soul, funk, alternative, and rap.
- Led introduction to music technology course as applied study of practical software and hardware applications in music and multimedia art with topics covering digital synthesis and sampling, patch design, digital audio effects, digital recording and mixing, digital audio workstations, MIDI controllers, image editing, animation, video production, media encoding, and content delivery.
- Instructed students in introduction to the elements of music, offering practical and humanistic introduction to fundamental principles of musical language, including notation, rhythm, scales, keys, melodies, chords, and cadences.

Teaching Fellow, Department of Music, 2006-2008

- Led practical applications in music, multimedia art, video, and technology course. Taught fundamental principles of electro-acoustic music and multimedia technology.
- Worked with students in investigation of acoustics, psychoacoustics, sound recording and reproduction, digital audio, image processing, and computer graphics. Offered exercises in synthesis and signal processing, MIDI, animation, and digital video.

Assistant Manager, Yale Music and Technology Lab, 2005-2009

- Provided expert technical support to faculty and students in department of music in multi-platform computing environment with Windows and Macintosh operating systems.
- Oversaw computer notation labs in Sibelius and Finale as well as labs in Practica Music for theory and ear-training.
- Managed university's virtual concert hall hosting over 14,000 streaming media files in support of department musical activities, presenting archives of creative work and supporting curricular offerings.

DVD Designer and Facilitator, Yale Palimpsest, 2007

- Led organization and design of DVD with short film, stills, and music included with university's literary and arts magazine.

Recording Engineer, Studio Teo, 2005-2007

- Professional live concert recording. Location recording in concert halls, sacred spaces and performing art spaces.

**CENTRAL CONNECTICUT STATE UNIVERSITY, New Britain, Connecticut
Instructor, Department of Music, 2001-2002**

- Taught composition and music theory course on fundamentals of reading and writing music.

**LINCOLN COLLEGE OF NEW ENGLAND, Southington, Connecticut
Instructor, 2000-2002**

- Educated students in music appreciation course covering variety of musical genres, historical contexts, and music's social, philosophical, and political place in the world.

**THE HARTT SCHOOL OF MUSIC, West Hartford, Connecticut
Instructor, 2000-2002**

- Taught introduction to music history course to provide students with understanding of all periods of music.

----- EDUCATION -----

ENGEL ENTERTAINMENT, New York, New York, **Post-Production Intern**, 2005-2006

YALE UNIVERSITY, New Haven, Connecticut, **M.F.A., Sound Design**, 2005

THE HARTT SCHOOL OF MUSIC, West Hartford, Connecticut, **Post-Graduate Music History Studies**, 2002

KEENE STATE COLLEGE, Keene, New Hampshire, **B.A., Music History and Theory**, 2000

----- AWARDS -----

U.S. National Prague Quadrennial Exhibit Space, Design Competition Winner Wingspace Theatrical Design, 2013

Independent Theater Awards, Best Solo Show, 2011

USITT PQ USA National Exhibit, Extraordinary Sound Design, 2007

CT Critics Circle Awards, Winner for Outstanding Sound Design, 2005

----- ART EXHIBITION -----

HILLES GALLERY, Connecticut, **Photography, Solo Show: In A New Light**, 2014

TONELIT MAGAZINE, United Kingdom, **Featured Artist, Issue Six**, 2014

LIGHTBOX GALLERY, Oregon, **Photography, The Photographic Nude**, 2014

LACDA, Los Angeles, **Photography, Electron Salon**, 2013

BLACK BOX GALLERY, Oregon, **Photography, Luminous Light: Radiant and Sublime**, 2013

CAW, Connecticut, **Multi-media, How Simple Can you Get?**, 2013

ARTSPACE, Connecticut, **Sound Art, Our Daily Rite**, 2012

LIGHT SPACE AND TIME GALLERY, Florida, **Mixed-media, All Women**, 2012

VIRIDIAN GALLERY, New York City, **Photography, International Juried Show**, 2012

A SMITH GALLERY, Texas, **Photography, Imagination**, 2012

NO. GALLERY, New York City, **Photography, PWP**, 2012

OPEN TO INTERPRETATION, New York City, **Photography, Fading Light**, 2012

5WITS, Massachusetts, **Interactive Game Sound Designer, 20,000 LGS**, 2011

USITT PQ USA, Prague, **Sound Art, National Exhibit, Best Sound Design**, 2007

MUSEUM OF FINE ARTS, Massachusetts, **Sound Designer/Composer, So How's Life?**, 2007

WILDERNESS INFORMATION NETWORK, New York, *Composer, Nature Sonically Streamed and Transmitted*, 2006
 EYE JAMMIE GALLERY, New York City, *Audio Curator, It's Like That: 20 years of Run DMC*, 2003

----- THEATER DESIGN -----

THE CHAIN, New York City, *Sound Designer/Composer, Polanski, Polanski*, 2013
 HERE, New York City, *Sound Designer/Composer, Nightlands*, 2012
 PS122, New York City, *Sound Designer/Composer, Polanski, Polanski*, 2011
 TEATRUL ODEON, Bucharest, *Sound Designer/Composer, Polanski, Polanski*, 2011
 SIBIU INTERNATIONAL THEATRE FESTIVAL, Sibiu, *Sound Designer/Composer, Polanski, Polanski*, 2011
 TIFF INTERNATIONAL FESTIVAL, Cluj, *Sound Designer/Composer, Polanski, Polanski*, 2011
 BARD, New York, *Sound Designer/Composer, La Ronde*, 2011
 ACCESS THEATER, New York City, *Sound Designer/Composer, The Wife*, 2011
 EST, New York City, *Sound Designer/Composer, Sweet Forgotten Flavor*, 2011
 EST, New York City, *Sound Designer/Composer, Sluts of Suttonville*, 2011
 EST, New York City, *Sound Designer/Composer, In Quietness*, 2011
 YALE UNIVERSITY, Connecticut, *Sound Designer/Composer, Stuck Elevator*, 2010
 CAN FACTORY, New York City, *Sound Designer, Bar Joke*, 2010
 THE CHOCOLATE FACTORY, New York City, *Sound Designer/Composer, Cooler*, 2010
 HERE, New York City, *Sound Designer, Polanski, Polanski*, 2010
 PS122, New York City, *Composer, Binding*, 2010
 45TH STREET THEATER, New York City, *Composer, 8-Track-Requiem for Haiti*, 2010
 EST, New York City, *Sound Designer, Princes of Waco*, 2010
 EST, New York City, *Sound Designer, Princes of Waco*, 2009
 DRAMALABBET, Stockholm, *Composer, Waxing West*, 2009
 LARK THEATER, New York City, *Composer, Genius in Love*, 2008
 COLUMBIA STAGES, New York City, *Sound Designer/Composer, Great God Brown*, 2008
 WORLD FINANCIAL CENTER, New York City, *Composer, Girl's Just Wanna Have Fund\$,* 2007
 LAMaMa, New York City, *Sound Designer/Composer, Harvest*, 2006
 NEW HAVEN ARTS AND IDEAS FESTIVAL, Connecticut, *Lighting and Sound Engineer, Stage Manager*, 2005-2008
 STUDIO TEO, Connecticut, *Recording Engineer*, 2005-2007
 COLUMBIA STAGES, New York City, *Sound Designer/Composer, One Flea Spare*, 2005
 UNIVERSITY THEATER, Connecticut, *Sound Designer, The Real Thing*, 2005
 YALE CABARET, Connecticut, *Sound Designer, Funeral Games*, 2005
 THE NEW THEATER, Connecticut, *Composer/Sound Designer, Measure for Measure*, 2005
 YALE REPERTORY THEATER, Connecticut, *Sound Designer, The Intelligent Design of Jenny Chow*, 2005
 YALE CABARET, Connecticut, *Sound Designer, Dark Rooms*, 2005
 THE NEW THEATER, Connecticut, *Musical Director/Sound Designer/Live Foley Artist, Banditos*, 2004
 THE NEW THEATER, Connecticut, *Composer/Sound Designer, Shakespeare's Richard III*, 2004
 THE NEW THEATER, Connecticut, *Sound Engineer, Spring Awakening*, 2004
 THE UNIVERSITY THEATER, Connecticut, *Sound Engineer, Skin of Our Teeth*, 2003
 YALE CABARET, Connecticut, *Sound Designer, Nocturne*, 2002

----- COMPUTER SKILLS -----

Graphic Design and Video: Adobe Creative Suite: Illustrator CC, Photoshop CC, InDesign CC, After Effects CC, Adobe Premiere Pro, Adobe Lightroom 5, Final Cut Pro X, iMovie, SketchUp Pro 3D

Music and Theater Playback: ProTools HD, Cubase 7.5, Reason 7, Radial, MetaSynth 5, Wave Editor, Spear, Logic Pro X, SFX, QLab, ReCycle, Finale 2014, Sibelius 7, Soundtrack Pro, Max