



Europass Curriculum Vitae

Personal information

First name(s) / Surname(s) **Ștefan DAMIAN**
Address(es) **www.stefandamian.com**
Telephone(s)
E-mail _____

Nationality **Romanian**
Date of birth **February, 16 1990**
Gender **Male**

Desired employment / Occupational field

Sound Designer / Composer / Audio Programmer

Work experience

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| Dates | 2006 - present |
| Occupation or position held | Sound Designer, Recordist, Mixer, Composer, Producer, Editor |
| Main activities and responsibilities | Working on different types of projects including: music albums, jingles, videos, short movies, commercials, soundtracks, film music. |
| Name and address of employer | Freelance |
| Type of business or sector | Music and Audio-Video Production |
| Clients / End Clients | METRO, EMAG, JYSK, Orange, Transelectrica, Hippos, Sector 7, Berăria H, Taine Multimedia, Blue Island Productions, Global Records, Okapi Sound, Smart Sound Studio, BEKO, Netflix, Cromatic Studios, Zdrovit, Samsung |
| Dates | November 2013 – March 2016 |
| Occupation or position held | Sound Engineer / Mix Engineer, Producer |
| Main activities and responsibilities | Recording, mixing and producing for OKAPI artists (Grasu XXL, Guess Who, Maximilian, Spike, Tranda, Nane etc.) |
| Name and address of employer | Okapi Sound |
| Type of business or sector | Romanian Hip – Hop Label |
| Dates | September 2015 – May 2017 |
| Occupation or position held | Sound Mixer, Sound Editor |
| Main activities and responsibilities | Editing and mixing dubbed versions of cartoon series & full-featured films |
| Name and address of employer | Fast Production Studio |
| Type of business or sector | Dubbing studio |

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| Dates | September 2022 – June 2024 |
| Occupation or position held | Research Assistant |
| Main activities and responsibilities | Research in the field of interactive sound design |
| Name of address of employer | UNATC I.L. Caragiale București |
| Type of business and sector | National University – Provider of higher education |
| Dates | October 2016 - present |
| Occupation or position held | Associate Lecturer |
| Main activities and responsibilities | Holding lectures and practice sessions for the <i>Sound Design</i> courses – Bachelor & Master levels |
| Name and address of employer | Contributor to the founding of MA programme <i>Interactive Technologies For Performance And Media Arts</i> |
| Type of business and sector | UNATC, Matei Voievod National University -- Provider of higher education |
| Dates | May 2012 – October 2012 |
| Occupation or position held | Sound Designer |
| Main activities and responsibilities | Creating the international soundtrack for the Romanian series <i>Pariu cu viața</i> |
| Name and address of employer | Musitech Production , Popa Tatu, Bucharest, Romania |
| Type of business and sector | Audio Post-Production |
| Dates | September 2011 – November 2011 |
| Occupation or position held | Digital Image Technician |
| Main activities and responsibilities | Importing, transcoding and video conversion of Red Epic dailies for the international series <i>Hatfields & McCoys</i> |
| Name and address of employer | Digital Cube , 6, Piața Sf. Ștefan, Bucharest, Romania |
| Type of business and sector | Film and video post-production |
| Dates | October 2009 – September 2011 |
| Occupation or position held | Audio-Video Editor / Sound Designer |
| Main activities and responsibilities | Editing and mixing various multimedia content |
| Name and address of employer | Global Communication , Mihai Eminescu, Bucharest, Romania |
| Type of business and sector | Audio-video production |
| Dates | September 2017 – May 2019 |
| Occupation or position held | Mix Engineer |
| Main activities and responsibilities | Editing and mixing Romanian dubbed series |
| Name and address of employer | Audio Design Digital Art , Siret 95, Bucharest, Romania |
| Type of business and sector | Audio post-production / dubbing studio |

Education and training

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| Dates | October 2016 – June 2023 |
| Title of qualification awarded | PhD – Interactive Sonification Strategies For Contemporary Performance |
| Principal subjects/occupational skills | Contemporary Art, Performing Arts, Sonic Arts, Electroacoustic Music, Acousmatic Music, Soundscape, Interactivity, Installation Art, Sensors and Bio-Sensors, Virtual and Augmented Reality, HCI, Controllers, Hyper-Instruments, Sound Synthesis, Spatial Audio, Ambisonics, Wavefield Synthesis, Acoustics and Psychoacoustics, DSP, MaxMSP |
| Name and type of organisation providing education and training | Doctoral School / UNATC Bucharest, Romania |
| Dates | September 2012 – September 2013 |

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| Title of qualification awarded | MA Sonic Arts |
| Principal subjects/occupational skills covered | Sonic Arts, Digital Signal Processing, Electroacoustic Composition, Spatial Audio, Designing Musical Interactions, Recording Techniques, Programming in Max/MSP, Audio Synthesis |
| Name and type of organisation providing education and training | School of Creative Arts, Sonic Arts Research Centre (SARC) @ Queen's University Belfast |
| Dates | September 2009 – June 2012 |
| Title of qualification awarded | BA Film Editing & Sound Mixing |
| Principal subjects/occupational skills covered | Film Editing, Video Editing, Sound Editing, Sound Mixing, Recording Techniques, Multimedia Techniques, Compositing, Special Effects, Directing, Photography and Screenwriting workshops |
| Name and type of organisation providing education and training | Film School, UNATC "I.L. Caragiale" Bucharest, Romania |

Personal skills

Other language(s) **English** (scored 8.0 on Academic IELTS), **French** (DELFL B2)

Self-assessment

European level ()*

English

French

| Understanding | | Speaking | | Writing |
|---------------|---------|--------------------|-------------------|---------|
| Listening | Reading | Spoken interaction | Spoken production | |
| 8.5/9 | 8.5/9 | 7/9 | | 7/9 |
| B2 | B2 | B2 | | B2 |

(*) [Common European Framework of Reference for Languages](#)

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| Social skills and competences | Teamwork skills gained by working together with DOPs, directors, actors etc. on set of movies. Ability to learn and adapt to new things very fast. Problem solving. Creative thinking. |
| Organisational skills and competences | Good at working under pressure. Good at managing work time and tasks in order to always respect the deadline. |
| Technical skills and competences | Good understanding of digital signal processing employed by most DAW software. Good command of audio equipment (mixers, compressors, equalizers, effects units) Good command of audio software (Pro Tools, Logic, Nuendo, Cubase, Max/MSP, Reaper, Samplitude, Ableton, Studio One, Sound forge, Fruity Loops). Good command of VST, DXI, RTAS, AU and AAX plugins. (Waves, Izotope etc.) Good knowledge of audio DSP algorithms development. Good understanding of spatial sound – capture, synthesis, manipulation, transmission and diffusion. Multi-speaker installations. Electronic music composition and production. Good command of video software (Avid Media Composer, Final Cut, Premiere, After Effects) Ability to learn new software and workflows very fast. |
| Computer skills and competences | Good command of computers, gained through my experience as a sound designer, video editor and digital music composer (95% of my work is done on a computer). I also studied informatics in high-school. ORACLE certificate ECDL certificate (Microsoft Office Tools) |
| Artistic skills and competences | Studied piano for 8 years. Self taught guitarist. I compose music and sometimes write lyrics. I also directed some short movies, being a student of the Film School. |

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| Other skills and competences | I am a curious type who is constantly aiming to learn new things I am very interested in broadening my knowledge and understanding of cinematography, music and sound, therefore I read many books related to these subjects. Besides film, music and sound, I am also interested in technology and gadgets, astronomy, human anatomy, religion and general science. I enjoy physical activity. |
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Festivals, awards & conferences

Sonorities festival, Sonic Arts Research Centre (SARC), Queen's University, Belfast, 2014 – *Naufrage*, electroacoustic composition for 32 channels. The piece has also been aired on BBC's *Hear and Now*.

MNAC Bucharest – Mem-Non, interactive installation, May 2014 – October 2014

Co-winner of *Best use of technology* award @ *Internetics* 2014 for *Mem-Non* interactive installation
Co-winner of *Digital brand experience* award @ *Internetics* 2014 for *Mem-Non* interactive installation

Romanian Design Week – FANGAI, interactive installations (15 audio channels, 17 speakers, 8 sensors), May 2016

Contribution to *belfastsoundmap.org* with 3 soundscape recordings of Shafersbury Recreation Centre's Football Pitch

TEDx Bucharest volunteer, 2016

Structured interaction in the SoundThimble real-time gesture sonification framework by Grigore Burloiu, Ștefan Damian, Valentin Mihai, Bogdan Golumbeanu @ Audio Mostly conference (*Augmented and Participatory Sound and Music Experiences*) @ Queen Mary University, London (2017)

Connective listening in VR by Dan-Ștefan Rucăreanu, Ștefan Damian @ GEECT conference @ LMTA, Vilnius (2017)

146th Audio Engineering Society Convention, Dublin (Mar 2019)

New challenges regarding copyright in the digital single market, Bucharest (Jun 2019)

Spotlight Festival – *Microcosmos Installation*, Sound Design and Music, Bucharest (2019)

Electric Castle – *Microcosmos Installation*, Sound Design and Music, Cluj-Napoca (2019)

Fete des Lumieres – *Microcosmos Installation*, Sound Design and Music, Lyon (2019)

Amural V – *Nu O Lua Personal* (interactive choreographic performance by *Developing Art*), Sound Design & Interaction Design, Brașov (2019)

LUMO light festival – *Naufrage / Rush* – choreographic performance, Sound Design & Music, Oulu (2019)

Augmenting Performance conference @ CINETic, Bucharest (Nov 2019)

148th Audio Engineering Society Convention, Vienna – online (May 2020)

Winner of the Silver Award for the recording & mixing of *Tranda – Tripolar* @ 148th AES Convention, Vienna – Online (May 2020)

8th Conference on Computation, Communication, Aesthetics & X (xCoAx), Graz – online (Jul 2020)

As instructor

The Soundscape & Acousmatic Listening @ Liceul pt. nevăzători, Buzău by Ștefan Damian (May 2017)

Real time sonification using motion capture technology @ *Open Lab*, Craiova by Ștefan Damian & Grigore Burloiu (Jul 2017)

SoundThimble – a real time gesture sonification framework using motion capture technology @ *Întâlniri teatrale* conference, Sulina by Ștefan Damian & Grigore Burloiu (Sep 2017)

Sonification and the arts @ CINETic by Ștefan Damian & Grigore Burloiu (Nov 2017)

Workshops

Driving licence

Designing the sound of Hope Mountain – short animation movie @ CINETic by Ștefan Damian (Jan 2019)

Matematica muzicii conștiente @ CINETic (pt elevii Științescu) (Mai 2019)

The creative process of the interactive choreographic performance "Nu O Lua Personal" @ CINETic, by Ștefan Damian & Irina Marinescu (Nov 2019)

Sound Design Workshop for CineMalubit festival @ CINETic, by Ștefan Damian (Dec 2019)

Sound Design Imersiv Workshop @ NOVA festival, by Ștefan Damian (Sep 2021)

Naufage – extending the narrative through intermediality in an electroacoustic composition @ ARC Conference CINETic/UNATC by Ștefan Damian (Dec 2021)

Lucrul cu sunetul pt non-multimedist by Ștefan Damian @ UNATC (Dec 2021)

Synth Hackathon @ CINETic/UNATC by Grigore Burloiu, Laura Lăzărescu, Ștefan Damian @ CINETic/UNATC (Jan 2022)

Componenta scenografică a instalației Sonic Avatars by Ștefan Damian @ Next On Stage conference (Nov 2022)

Sound design pt lumi imaginate by Ștefan Damian @ NOVA festival (Dec 2022)

As participant

EEG / ERP workshop @ CINETic, by Alexandra Huh (Nov 2016)

Sound Art – Transforming the space into a place workshop @ UNMB, by Ștefan Roigk & Carsten Seiffarth (Dec 2016)

Music improvisation via network @ CINETic by Alexandru Basica (Jul 2017)

New challenges regarding copyright in the digital single market, Bucharest (June 2019)

Creative artificial intelligence for music and multimedia towards co-creativity by Kivanc Tatar @ CINETic, Bucharest (Nov 2019)

TaikaBox Dance Hack – contemporary performance workshop, Oulu (Nov 2019)

Advanced Interdisciplinary Art Research @ UNATC, Bucharest (Dec 2019)

Driving licence

B category

Portfolio

- *A mișcat Luca* (short-movie, fiction ,digital, directed by Roxana Andrei), recordist/ editor/ sound designer/ composer (2009)
- *Prima zi de plajă* (short-movie, fiction, digital, directed by Roxana Andrei), recordist/ editor / sound designer/ composer (2010)
- *Big Blind Date* (short-movie, fiction, digital, directed by Ștefan Damian), scenarist/ regizor/ editor imagine/ sound designer (2010)
- *Deja Vu* (short-movie, fiction, 16mm film, directed by George Moleșag), recordist/ editor/ sound designer (2010)
- *Fața nevăzută a internetului* (short-movie, documentary, digital, directed by Ștefan Damian), director/ editor / sound designer (2010)
- *Cântecul lui Gepeto* (short-movie, documentary, digital, directed by George Moleșag), recordist/ editor/ sound designer (2011)
- *Otherwise* (short-movie, fiction ,digital, directed by Lucian Munteanu), recordist/ editor/ sound designer (2011)
- *Ma-Nouk* (short-movie, documentary, 35mm film, directed by Victor Vladimir), editor (2012)
- *Tea Energy* (commercial, digital, directed by Ștefan Damian), writer/ director/ recordist/ editor/ sound designer/ VFX (2012)
- *La Domiciliu* (short-movie, fiction, 35mm film, directed by George Moleșag), recordist/ editor / sound designer (2012)
- *ViKloth – Baby* (music video), editor (2012)
- *Pariu cu viața* – Romanian TV series (soundtrack for international ADR), sound designer, foley artist, mixer (2012).
- *Hope Mountain* (short-movie, animation, digital, directed by Ștefan Morozan), sound-designer/ composer (2013)
- *Rush* (electroacoustic composition, 8min, stereo), sound recordist/ sound designer/ composer (2013)
- *Naufnage* (electroacoustic composition, 10min for 32 surround channels), sound recordist/ sound designer/ composer(2013)
- *Elevator Dialogues* (interactive installation), composer/ audio programmer (2013)
- *Mem-Non* (interactive installation) @ MNAC, audio programmer (2014)
- *Sector 7 – Școala vieți 2* (pamflet), music (2014)
- *Music album JYSK* – 10 in-store track, music / mix (2014)
- *Guess Who – Așa e jocul*, arrangement (2014)
- *Spike – Lumea lui Paul* (music album), sound engineer/ co-producer (2015)
- *Tranda – Constangeles 2* (music album), co-producer/ sound engineer (2015)

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- *Grasu XXL – Domnul destin* (music video), sound designer (2016)
- *Nane – Plecat de acasa* (music album), co-producer / sound engineer (2016)
- *FANGAI – interactive installation @ Romanian Design Week*, sound designer / audio programmer (2016)
- *Music album JYSK – 10 in-store tracks*, music / mix (2016)
- *Ad EMAG – Marketplace*, sound editing & mixing / ADR (2016)
- *Maximilian – A cincea roată la căruță* (music album), sound engineer (2016)
- *Tranda – La răsărit*, co-producer (2016)
- *Planeta Petrița* – full-featured documentary (directed by Andrei Dăscălescu), 5.1 music mix (2016)
- *Cișmigiu Augmented* – installation @ Sound Art Workshop, UNMB (2016)
- *LEGO Batman* – full-featured animation, dubbed version, sound editing and mixing in 7.1 (2017)
- *Ballerina* – full-featured animation, dubbed version, sound editing and mixing in 5.1 (2017)
- *Guess Who – Un Anonim Celebru* (music album), sound engineer / co-producer (2017)
- *Tranda – CXDILLXC*, co-producer / mix / master (2017)
- *Tranda – Tripolar*, co-producer / music / mix / master (2017)
- *BEKO commercial*, music / mix / master (2017)
- *ZIP UP Ads*, music / mix / master (2017)
- *Music album JYSK – 10 in-store tracks*, music / mix (2017)
- *The City Will Be Overthrown* – full featured movie, mixer (2018)
- *Yearning* - full featured movie, mixer (2018)
- *Where is my home* – full featured movie, mixer (2018)
- *Norm Of The North* – 5.1 cinema movie, recording mixer / mix (ro-dubbed) (2018)
- *The Christmas Chronicles* – 5.1 movie, mix (Ro-dubbed) (2018)
- *Lucky* – 5.1 full featured animation movie, mixer (2018)
- *Malibu Rescue* – 5.1 full featured pilot episode and following episodes (2019)
- *Perilous* – full featured movie, mixer (2019)
- *Microcosmos* – light & sound installation, sound designer and music composer, Spotlight Festival, Bucharest / Electric Castle, Cluj-Napoca / Fete Des Lumieres, Lyon (2019)
- *Nu O Lua Personal* – interactive choreographic performance @ Amural V & CNDB & MNAC, sound design & interaction design (2019)
- *Naufage / Rush* – interactive choreographic & light design performance, sound design & music @ TaikaBox Dancehack, Oulu (2019)
- *Mihăiță și Ivan* – anti child exploitation awarness spot, sound design & music (Jan 2020)
- *Top Diagnostics* – commercial spot, sound design & music (Mar 2020)
- *The Rainbow Unseen* – electroacoustic composition for the *Unearthing Imaginary Music* of Octavian Nemescu research project (asociația *Jumătatea Plină*), (Aug 2020)
- Podcast UNATC jingle (Mar 2020)
- *Sonic Avatars* – 6-channel interactive installation @ RADAR 2022 (Sep 2022)
- *Post Orchestra* – 8-channel interactive installation @ RADAR 2023
- *Birdscape* – 6 channel interactive installation @ RADAR 2023

Written works

- *Dinozaurii* – spectacol imersiv @ MINA Museum 2024
- *Structured Interaction In The SoundThimble Real-Time Gesture Sonification Framework* (scientific article, co-authors: Grigore Burloiu, Valentin Mihai, Bogdan Golumbeanu) in *Proceedings of "Augmented and Participatory Sound and Music Experiences"* – Audio Mostly, London (2017)
- *Layered Motion and Gesture Sonification In An Interactive Installation* (Grigore Burloiu, Valentin Mihai, Stefan Damian) in *Journal of Audio Engineering Society (JAES)* Vol. 66 No. 10, pp. 1—10, October 2018
- *Choreographic Performance Using Wearable Sensors For Sonic Interaction* (Ștefan Damian) in *CINETic Review no. 1* pp. 76-92, November 2019
- *Naufrage – a 32 Channel Electroacoustic Composition* in *Proceedings of the Eighth Conference on Computation, Communication, Aesthetics & X.* pp. 430-432, July 2020