

Josh Loar

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- QUALIFICATIONS**
- Arts & technology educator with 20+ years' teaching experience
 - Sound content & system designer for theatre, installation art, film/TV, themed entertainment, etc.
 - Author of *The Sound System Design Primer* (Focal Press/Routledge, 2019)
 - Video/projection content & system designer
 - Production & architectural lighting designer
 - Fine artist (multimedia & interactive installations, sound art, painting, film/video, etc.)
 - Seasoned recording, mix, mastering, & FOH engineer (for artists including Mos Def, Charlie Haden, Philip Glass, etc.)
 - Consultant on topics including acoustic design/treatment, forensic audio, FCC whitespace regulation, etc.

PROFESSIONAL WORK **Professor of Practice - Sound Design**

Michigan Technological University 2013-present
mtu.edu/vpa

- Teach and develop undergraduate courses in Narrative Sound Design, Sound System Design & Engineering, Sound & Lighting Technology, Music Recording & Production, & Music Mixing.
- Teach Audio Practicum courses, mentoring students in individual leadership projects ranging from theatrical sound design & composition, multimedia gallery installations (a discipline I added to the practicum series), album production, etc.
- Frequently ranked in the top 10% of teachers university-wide by student review scores. Consistently given excellent teaching reviews by Department Chairs & faculty mentors.
- Undergraduate advisor for major degree programs in Sound Design (BA), Audio Production & Technology (BS), & minor in Music Technology, providing ongoing 1-on-1 mentorship with each student in the programs.
- Design sound & compose music for, design video & lighting for, & direct, MTU theatre productions.
- Create multimedia gallery installations, & themed entertainment projects.
- Serve as Division Director for Sound (2015-present), & Theatre (2014-15). Coordinate production, budgeting, & academic

PROFESSIONAL WORK
(CONTINUED)

(continued) plans for respective divisions.

- Creator of Keweenaw Culture Project, an ongoing project that began with a year of oral history interview recordings, conducted with local residents on belonging and overt vs. implicit bias, inclusion and exclusion, in the region and on campus. Interview recordings will be housed in the MTU Archives. Interviews will be the foundation texts for a new play I am writing, to be produced in MTU's 20-21 season. Project received both internal and external grant funding, from the MTU Research Excellence Fund, and from Campus Compact's Fund for Positive Engagement.
- Internal grant awardee for three additional projects: bringing Amanda Rose Smith, a prominent ADR/audiobook engineer, to campus to speak as part of the Visiting Women and Minority Lecture Series; Co-producing, recording, mixing, & mastering the debut album by the Gotham Wind Symphony Tactical Land Strike Force, a 20-piece wind ensemble featuring Grammy-nominee John Hollenbeck; and for creating video tutorials on music mixing techniques.
- Member of the research faculty, pursuing new techniques, knowledge, & technologies in the fields of sound, show control, acoustic modeling & prediction, AV consulting, & general audiovisual design & engineering.

Audio, Video, & Control (AVC) System Designer (freelance)

The Producers Group 2013-present
producers-group.com

- Design audio, video, and control systems for themed entertainment projects (theme park rides, queues, interactive/stunt shows, retail spaces, public themed areas, etc.) around the world. Clients include:
 - Busch Gardens Tampa--*Cobra's Curse*
 - Dream Island Moscow (concept designs for 25 attractions)
 - Evergrande Resort Guangzhou (concept designs for 3 amphitheatres)

Sound & Communication System Designer (freelance)

Walters-Storyk Design Group 2012-2015
wsdg.com

- Designed sound & communication systems for concert venues, including The Wharf (Washington DC), Westchester County Center (NY), etc.
- Built EASE models of venues and speaker systems for prediction purposes.

PROFESSIONAL WORK
(CONTINUED)

Audio Video Engineer

Technical Multimedia Design, Inc. 2012-2013

techmdinc.com

- Designed, engineered, & documented audio, video, & control systems for theme park attractions & environments.
- Designed custom software control architecture, custom touch panels (graphic & architecture design), and engineered metro-scale data networks.
- Performed R&D and rapid prototyping for new theme park technologies, often as a subcontractor to Walt Disney Imagineering.
- Clients included Disney Shanghai Resort, Lotte World, Hetteema Group, etc.

Lecturer/Sound Supervisor

Yale School of Drama/Yale Repertory Theatre 2009-2012

drama.yale.edu

- Taught MFA courses in sound design, technology, & engineering for the Sound Design (SD), & Technical Design & Production (TDP) programs.
- Served as sole graduate thesis advisor for TDP program in audio.
- Worked closely with all student and guest sound designers (including Tony winners) to ensure excellence in sound system design & production. Mentored student designers & engineers.
- Established new production guidelines for audio department, resulting in lower expenditures, fewer accidents, & higher morale.
- Managed all audio production budgets for YSD/YRT.

Technical Director, Head Audio Engineer, Lighting Designer, Production Manager, & Founder/Lead Teacher of Apprentice Program

Le Poisson Rouge, NYC 2007-2009 (part-time until 2008)

lprnyc.com

- Served as founding TD and Head Audio FOH, Recording, & System Engineer for 2 production spaces, booked 7 nights/week.
- Designed original architectural & production lighting plots, & served as production lighting designer for many events.
- Mixed/recorded for artists including Rickie Lee Jones, Living Colour, Paul Simon, Charlie Haden, Robert Glasper, & many others.

PROFESSIONAL WORK (continued) .
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- Oversaw design of venue by John Storyk/WSDG.
- Founded & managed Apprentice Program, focused on providing graduate & post-graduate students experience & training in cutting-edge live event technology & practices.
- Developed best practices for operational safety & efficiency.
- Managed all production budgets.
- Built & maintained relationships with corporate partners.
- Managed, hired, & trained all production design/engineering staff.

Technical Department Manager & Head Sound Engineer

Carroll Music, NYC (now Boulevard Carroll) 2006-2008
carrollmusic.com

- Designed & installed sound systems for concerts, festivals, corporate events, conventions, etc.
- Served as Head Technician, managed technical staff of 10, annual production budget of \$500k, and rental inventory of \$2 million.
- Mixed FOH for artists including Doug E. Fresh/Slick Rick, Lyfe Jennings, Wu Man, etc.
- Founded & managed internship program

Technical Director, Head Audio Engineer

Galapagos Art Space (Brooklyn, now Detroit) 2005-2006
galapagosartspace.com

- Served as FOH & System engineer for concert, dance, theatre, & other events in 2 venues booked 7 nights a week. Artists included Philip Glass, Dead Prez, The Raveonettes, Kyle Jarrow, etc.
- Managed, hired, & trained all technical staff. Managed all production budgets.
- Founded & managed internship program.

Founder, President, Designer, Producer, Engineer

Electric Lights Music 2004-present
electriclightsmusic.com

- Electric Lights Music is a boutique record label & full-service audio production studio, offering a range of services from music recording, mixing, & production, to 5.1 surround cinema mixing, Foley, ADR, etc.
- Our work has been featured in *Rolling Stone*, *Fluxblog*, *Mix Magazine*, & elsewhere; played on college radio; & used in theatre, film, television, & streaming productions.

PUBLICATION ***Performing Arts & Overworked Staff: Let's Not Pretend We're Okay* - Author**

TheatreArtLife published April 11, 2019

theatreartlife.com/technical/performing-arts-overworked-staff/

- Article on the culture of overwork in the performing arts. Shared nearly 5,000 times on Facebook, read more than 30,000 times.

***The Sound System Design Primer* - Author**

Focal Press/Routledge published March 11, 2019

routledge.com/The-Sound-System-Design-Primer/Loar/p/book/9781138716889

- An introduction to the topics, technologies, & sub-disciplines that make up contemporary sound system design. Written in clear, concise language for those who don't have a deep engineering background, or who think more in language than numbers, the book provides solid foundation in the discipline for students, early/mid-career system designers, creative & content designers seeking a better grasp on the technical side of things, & non-sound professionals who want or need to be able to speak intelligently with sound system designers.

***Noise Floor: Merging Theatrical & Themed Entertainment Design to Create an Immersive, Interactive Multimedia Gallery Exhibit (On the Cheap!)* - Author**

USITT Current Practices & Research in Sound published 2019
usitt-sound.org/publications/

- Case study of multimedia gallery installation I created in 2016.
- Presented at conference and published by Sound Commission.

***Seven Steps to a Theatrical Sound System Design* - Author**

USITT Current Practices & Research in Sound published 2018
usitt-sound.org/publications/

- Systematic approach to analyzing the needs of a given theatrical production & creating a sound system to suit.
- Presented at conference and published by Sound Commission.

**PROFESSIONAL
ORGANIZATIONS &
PRESENTATIONS**

Committee Chair, Member, Presenter

United States Institute for Theatre Technology 2013-present
usitt.org

- Chair-Sound Graphics Working Group, creating first revision of USITT recommended documentation standards in a decade, working with members of USA, TSDCA, and others to establish current best practices, identify areas of improvement

PROFESSIONAL
ORGANIZATIONS &
PRESENTATIONS
(CONTINUED)

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from the previous recommendations, etc. – (ongoing)

- Co-Chair, ESET (Essential Skills for Entertainment Technicians) Audio Test Committee, created lexicon of standard industry terms, written test of terminology, written applied knowledge test, & practical skills test (to debut late 2019)
- Presenter on topics ranging from creative pedagogy in audio education, to being a designer who directs, etc.
- Juror for Creative Teaching on the Web archive in audio

***Is Our Campus An Island?* - Sole Presenter**

MTU Center for Diversity & Inclusion 2019

- Part of MTU's Diverse Dialogs series, examining the role of the university in its rural, segregated, impoverished geographical area & wider community.

Presenter, Member, Faculty Design Reviewer

Kennedy Center American College Theatre Festival, Region III
kcactf3.org

- Conference presenter on topics ranging from deep listening for sound designers to EASE modeling of speaker systems & special problems in theatrical sound design.
- Evaluate & respond in writing to students designs in sound.

Member, Faculty Advisor to MTU Student Branch

Audio Engineering Society
aes.org

RECENT CREATIVE WORK

***In the Copper Country* (working title) - Author**
to be produced 2020-21

- Commissioned piece based on interviews conducted for Keweenaw Culture Project

***Break Your Glass Hat* - Composer, Performer, Producer, Artist**
(as *The Red Menace*) 2019

soundcloud.com/redmenacemusic/sets/break-your-glass-hat

- EP of electro-acoustic music created by recording samples of my live drumming, layering & manipulating them, & combining them with electronics.

***Gotham Wind Symphony Tactical Land Strike Force* -**
Co-Producer, Recording/Mix/Mastering Engineer 2019

electriclightsmusic.com/gws.html

- 20-piece wind/jazz ensemble album, featuring Grammy nominee John Hollenbeck.

RECENT CREATIVE WORK
(CONTINUED)

Quincy Haunted Mine Tour - Coordinator, Creative Content Advisor 2018-19

- Themed walkthru environment featuring interactive sound, lighting, & scenic elements.
- Led creative team, technical advisor for AV systems.

New Parent Attempts to Medita-- - Creator, Audio & Video Designer, Music Composer/Performer/Producer 2017

Rozsa Center for the Performing Arts, Gallery A

youtube.com/watch?v=f19MBaUdNw0

- Created interactive multimedia exhibit in which randomized sound & video were triggered at varying lengths & in varying combinations, then inevitably interrupted by the randomized sounds of a newborn baby.

Dream of Dust - Composer, Performer, Producer, Artist (as The Red Menace) 2017

soundcloud.com/redmenacemusic/sets/dream-of-dust

- Ambient electronic album. Each track was created by performing meditation at a single instrument patch, recording the results, and editing together compositions from the raw material.

The Resistible Rise of Arturo Ui by Bertolt Brecht (trans. by Jennifer Wise) - Director 2016 (national election week)

- Production of Brecht's allegory of a strongman's rise to power.

Paradise, FL - Sound Designer, Mixer (5.1 & Stereo), Additional Music Composer/Performer/Producer, Foley Recordist 2016

- Feature film: premiered June 2016 at Union Square AMC in NYC. Originally set to be distributed nationally by Relativity Media, but this agreement was scuttled as part of Relativity's bankruptcy proceedings.

The Winter's Tale by William Shakespeare - Sound Designer & Composer 2016

Rozsa Center for the Performing Arts

- Composed a range of music deriving from diverse influences including Italian Baroque chamber pieces, Romani folk music, etc.
- Created immersive sound design focused on extensive subconscious psychoacoustic manipulation.

RECENT CREATIVE WORK
(CONTINUED)

Noise Floor - *Creator, Designer, Producer, Artist* 2016
Rozsa Center for the Performing Arts, Gallery A
[youtube.com/watch?v=4gvvJL8gGWg](https://www.youtube.com/watch?v=4gvvJL8gGWg)

- Created an elaborate constructed environment featuring interactive triggers built into objects (firing aleatory sound and video content) for gallery guests to explore. Each time someone entered the gallery, a different ambient room tone was triggered, and sensors and cameras around the space tracked and responded to audience movements.

Two-Step Tempest - *Composer, Performer, Producer, Artist, Engineer (as part of Sparkwood Bandits)* 2015
[facebook.com/sparkwoodbandits/](https://www.facebook.com/sparkwoodbandits/)

- Alt-country album, available on all major streaming services.

SKILLS

- Curricular development & assessment
- Course development for graduate & undergraduate programs
- Education administration
- Academic advising/mentorship
- Recruitment, training, management & development of faculty, staff, & students
- Sound design for narrative entertainment
- Sound system design for any discipline or venue
- Composition, multi-instrumental performance (drums, bass, guitar, keys, etc.), synth programming
- Video system & content design
- Lighting design & programming
- Control system design & engineering
- Acoustic treatment, venue design consulting
- Budget & project management
- Live & studio mix engineering
- Technology & Software: *Audio:* AFMG EASE, Rational Acoustics SMAART, QSC Q-Sys (Level 3 Certified), Audio Architect, QLab (served as beta-tester for v3), Ableton Live (beta-tester for v10), Canvas (beta-tester for initial release), all major DAWs and several other DSP platforms; *Technical Drawing:* AutoCAD, Vectorworks, Inventor, etc.; *Video:* Dataton Watchout, Avid, Final Cut, Alcorn, Grass Valley switchers, etc.; *Lighting:* ETC Eos/Ion family, Vari-Lite programming, LED programming; *Control:* AMX, Crestron, Medialon, some LUA scripting; *Consoles:* Yamaha CL/QL series, Digico SD9/T, Midas Pro Series consoles, Avid VENUE series consoles, etc.; *General:* Electronics soldering & wiring, stage carpentry & metalwork, scenic painting, hand & machine sewing (standard & overlock), musical instrument repair (including piano tuning)

EDUCATION **SAE Institute of Technology, NYC**

Degree Program - Audio Technology, Class of 2007

- Graduated at top of class
- Awarded Live Sound Engineer of the Year, 2013

UCLA

BA - Theatre, Class of 2001

- Focus in Sound Design & Directing

**FURTHER
INFORMATION**

- Additional work samples, including syllabi & other teaching materials, available by request, though much of my system design work cannot be shared, as it is subject to non-disclosure agreements.

- References submitted in a separate document.