STEPHEN CHRISTENSEN

web stephenchristensen.io
mail Stephen.Christensen@me.com

Stephen Christensen is a sound designer and engineer, focused on enriching audience experience through rigorous investigation of design and technology in live performance. He believes the live engineer is integral to the success of a sound design, and his work explores the intersection of the two disciplines with a mind to re-define the role of the engineer. Stephen also specializes in developing interactive and generative tools for performance by building collaborative partnerships between artists, designers, engineers, and scientists.

Employment

Technical Director Sr.
Sound and Media Supervisor
School of Film, Dance and Theater, Arizona State University | Tempe, AZ 2017-Current
Plans, selects and creates work methods, work procedures, work flow and standards for quantity and quality of Sound and Media production area work. Coordinates the installation of sound and media systems. Coordinates with artists or production representatives and reads contracts to ascertain needs for the production; determines feasibility and makes arrangements for special staging or rental equipment. Purchases new or replacement equipment; orders and obtains materials for production. Performs safety checks on equipment and facilities ensuring safety guidelines are being met. Maintains all sound and media equipment. Assists in the maintenance of theatre facilities, including rigging, soft goods, tools and equipment. Maintains a stock of lighting, sound, and media supplies and expendables for productions. Helps train students and crew in operation sound and media equipment and/or software. Manages show networks for lighting, sound, and media.

Staff Specialist
Sound Technician
School of Film, Dance and Theater, Arizona State University | Tempe, AZ 2013-2017
Assists in the planing, selection and creation of work methods, work procedures, work flow and standards for quantity and quality of work. Executes the sound and media systems. Coordinates with artists or production representatives to ascertain needs for the production; recommends special staging or rental equipment. Recommends purchase of new or replacement equipment. Helps perform safety checks on equipment and facilities ensuring safety guidelines are being met. Helps maintain all sound equipment. Assists in the maintenance of theatre facilities, including rigging, soft goods, tools and equipment. Helps Maintain a stock of lighting, sound, and media supplies and expendables for productions. Trains students and crew in operation sound equipment and software. Helps manage show networks for lighting, sound, and media.

Associate Faculty
School of Film, Dance and Theater, Arizona State University | Tempe, AZ 2013-Current
Teaches courses in Sound Design, Live Engineering, and Show Networking.
Mentors all student sound designers through the design and production process on all major live production events held by SoFDT.

Co-Founder
Technical Director + Resident Sound Designer
Orange Theatre Group | Phoenix, AZ 2010-Current

Technical Director: Works with all designers to ensure successful and timely implementation of the designs. Responsible for maintaining the rehearsal and performance space, ensuring safety and functionality for the audience and artists. Determines construction methods, schedules, materials, and mechanics for the scenic design of each production. Collaborate with the Artistic Director to create highly efficient, realistic production budgets. Track and maintain adherence to show-related and general organizational technical budgets. Implement and enforce safety standards in the use of technical resources. Works with the Artistic Director to steer the group's work inline with the changing world of media and technology in performance.

Resident Sound Designer: Works closely with director, performers, and designers to realize the auditory world of each production. This can rang from simple cassette tape playback, to complex distributed audio/video networking. Most recent system designs included large multi-channel (individually addressed, true surround, and ambisonic) speaker and mixer configurations with custom Max/MSP patches that help the live engineer execute the mix. Rehearsals and performances are spent triggering cued playback, playing live/improvised sound effects+textures on an APC40, and mixing live microphones/in-ear monitors.

Teaching Experience

Fall 2017
Arizona State University | THP350 - Sound Design
Arizona State University | THP498 - Pro Seminar: Sound Design

Spring 2017
Arizona State University | HDA394 - Live Mixing
Arizona State University | THP498 - Pro Seminar: Sound Design

Fall 2016
Scottsdale Community College | THP201 - Show Networks and Control Systems
Arizona State University | THP350 - Sound Design
Arizona State University | THP498 - Pro Seminar: Sound Design

Spring 2016
Arizona State University | THP498 - Pro Seminar: Sound Design

Fall 2015
Arizona State University | THP350 - Sound Design
Arizona State University | THP498 - Pro Seminar: Sound Design

Spring 2015
Arizona State University | THP498/598 - Engineering for Live Performance
Arizona State University | THP498 - Pro Seminar: Sound Design

Fall 2014
Arizona State University | THP350 - Sound Design
Arizona State University | THP498 - Pro Seminar: Sound Design

Spring 2014
Arizona State University | THP498 - Pro Seminar: Sound Design

Grants+Awards

Arizona Commission on the Arts *Arizona Art Tank* Grant | $10,000
Orange Theatre Group | 2015

Arizona Commission on the Arts *Arizona Art Tank* Grant | $500
Orange Theatre Group | 2014

AriZoni Award for Sound Design | **Fall of the House of Escher**
AriZoni Award for Sound Design | **Little Shop of Horrors**
AriZoni Award for Sound Design | **Romeo and Juliet**
AriZoni Award for Original Composition | **Romeo and Juliet**
AriZoni Award for Sound Design | **Alice in Wonderland**
AriZoni Award for Sound Design | **The Hunchback of Notre Dame**

Education

Arizona State University, Tempe, AZ — BA in Theater, Minor in Business

Skills

Composition, Pro Tools, Logic, Qlab, Ableton Live, Mainstage, Max/MSP, TouchDesigner, Pd, Unity, WWISE, SMAART, Waves plugins, 5.1 and 7.1 mixing, in-ear monitor mixing, ambisonic mixing, Dante Level 2 Certification

Arduino, JavaScript, Python, networking/IT, digital video systems for live events, DMX network design and implementation, interactive hardware design and fabrication, diagnosing and repairing electronic equipment, soldering, wood and metal construction, MIG welding, working knowledge of rigging systems, 3-phase power.

Yamaha CL series, Avid Venue series, Midas Digital series, DigiCo SD9, Allen&Heath, and analog consoles.

Production Experience

2017

MAPS II | Technical Director, Sound Designer, Orange Theatre Group. Phoenix, AZ

Beneath II | Technical Director, Sound Designer, Max/MSP Programmer, ASU's SESE and SoFDT, Tempe, AZ

2016

Beneath II | Technical Director, Sound Designer, Max/MSP Programmer, ASU's SESE and SoFDT, Tempe, AZ

IDA | Sound Designer, Live Engineer. Scottsdale Community College and Orange Theatre Group. Phoenix, AZ

The Grumpiest Boy in the World | Sound Designer. Childsplay Theater. Tempe Az

She Kills Monsters | Sound Designer. Arizona State University. Tempe, AZ

Fire Horse | Sound Designer. University of Hawaii at Manoa. Manoa, HI

MAPS I | Technical Director, Sound Designer, Orange Theatre Group. Phoenix, AZ

2015

Beneath I | Sound Designer, Max/MSP Programmer, TouchDesigner Programmer. ASU's SESE and SoFDT, Tempe, AZ

HERAKLES II | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Orange Theatre Group. Phoenix, AZ

ELEKTRANOSTOP | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Orange Theatre Group. Phoenix, AZ

Digital Performance Lab II | Technical Director, Max/MSP Programmer. Orange Theatre Group. Phoenix, AZ

HERAKLES I | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Orange Theatre Group. Phoenix, AZ

arsRobotica | Sound Designer, Max/MSP Programmer, Live Engineer. Arizona State University. Tempe, AZ

2014

romeoandjuliet/VOID | Sound Designer, Max/MSP Programmer. Arizona State University. Tempe, AZ

Blood Wedding Tour | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Orange Theatre Group. Highland Lake, NY

Digital Performance Lab I | Technical Director, Max/MSP Programmer. Orange Theatre Group. Phoenix, AZ

Blood Wedding III | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Orange Theatre Group. Phoenix, AZ

Wonder Dome | Sound Designer, Max/MSP Programmer, Live Engineer. Mesa, AZ

N.0 | Technical Director, Sound Designer, Max/MSP Programmer. Tempe, AZ

Before You Ruin It | Sound Designer. Arizona State University. Tempe, AZ

2013

Blood Wedding II | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Orange Theatre Group. Phoenix, AZ

A Brief Anniversary of Time | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Tempe, AZ

Fall of the House of Escher | Sound Designer. Arizona State University. Tempe, AZ

Blood Wedding I | Technical Director, Sound Designer, Max/MSP Programmer, Live Engineer. Orange Theatre Group. Phoenix, AZ

You You Shouldn't Come Back | Technical Director, Sound Designer, Live Engineer. Orange Theatre Group. Phoenix, AZ

Musical of Musicals | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Little Women | Sound Designer, Live Engineer. Arizona State University. Tempe, AZ

Avenue Q | Sound Designer. TheaterWorks. Peoria, AZ

Burning in the Night | Sound Designer. TheaterWorks. Peoria, AZ

The Tenement | Sound Designer, Live Engineer. Arizona State University. Tempe, AZ

2012

The Velveteen Rabbit | Sound Designer. TheaterWorks. Peoria, AZ

A Christmas Carol | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Solaris | Technical Director, Sound Designer, Live Engineer. Orange Theatre Group. Phoenix, AZ

Little Shop of Horrors | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Music Man | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Boćon | Sound Designer, Max/MSP Programmer. Arizona State University. Tempe, AZ

A Little Night Music | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Desiring Flight II | Technical Director, Sound Designer, Live Engineer. Orange Theatre Group. Phoenix, AZ

2011

A Christmas Carol | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Wind in Empty Houses I | Technical Director, Sound Designer, Live Engineer. Orange Theatre Group. Phoenix, AZ

Alice in Wonderland | Sound Designer. TheaterWorks. Peoria, AZ

The King and I | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Romeo and Juliet | Sound Designer, Max/MSP Programmer, Live Engineer. TheaterWorks. Peoria, AZ

Eating Raoul | Sound Designer, Live Engineer. Nearly Naked Theater. Phoenix, AZ

Diving the Estate | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

Kassandra | Technical Director, Sound Designer. Theater in my Basement. Phoenix, AZ

Stop the World, I Want to Get Off | Sound Designer. TheaterWorks. Peoria, AZ

HamletMachine | Technical Director, Sound Designer, Live Engineer. Orange Theatre Group. Phoenix, AZ

The Hunchback of Notre Dame | Sound Designer. TheaterWorks. Peoria, AZ

The Desperate Hours | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

2010

A Revengers Tragedy | Technical Director, Sound Designer. Tempe, AZ

James and the Giant Peach | Sound Designer. TheaterWorks. Peoria, AZ

Eclipse | Technical Director, Sound Designer. Theater in my Basement. Phoenix, AZ

Tom Sawyer | Sound Designer, Live Engineer. TheaterWorks. Peoria, AZ

The Last 5 Years | Sound Designer, Live Engineer. Class 6 Theater. Mesa, AZ

Desiring Flight I | Technical Director, Sound Designer, Live Engineer. Orange Theatre Group. Phoenix, AZ

Into the Woods | Live Engineer. TheaterWorks. Peoria, AZ

Troilus and Cressida | Technical Director, Sound Designer, Live Engineer. Orange Theatre Group. Phoenix, AZ

References

Matthew Ragan	**Randy Anetsky**	**Jennifer Setlow**	**Matthew Watkins**
Interactive Engineer	Lighting Supervisor	Associate Dean for Students	Artistic Director
Obscura Digital	Arizona State University	Arizona State University	Orange Theatre Group
(805) 291-0466	(480) 965-6482	(480) 965-9547	(602) 292-6714
matthew.ragan@obscuradigital.com	ranetsky@asu.edu	jennifer.setlow@asu.edu	matthew@orangetheatre.org