

JULIEN-ROBERT

3290 Paul Pau • Montréal • Québec • Canada • H1L 4M3
514-553-9147 • info@julienrobert.net • www.julienrobert.net

ACADEMIC

- 2009 Master in music, mixed composition with video: profs. Denis Gougeon and Jean Piché, University of Montréal,
2007 Bachelor of music, mixed composition: profs. Denis Gougeon, Jean Piché, Bret Battey, Peter Batchelor, University of Montréal And
De Montfort University (UK)
2004 Double DEC, Music and Science, piano and composition: profs. Michel Tétreault, Yves Davignon, Cégep Saint-Laurent

SKILLS AND SOFTWARE

Mastered software:

Sound: Logic, Sibelius, Max, Ableton Live, Audition, Cecilia, Pro Tools, Wwise
Visual: After Effects, Max (Jitter), Unity 3D, Resolume Arena, Premiere, Photoshop
Office: Sage 50, Office Suite with specialisation in Access Database programming (VBA)
Programming languages : C#, C++, Javascript, Node-Red, VBA, MySQL, SQL

Other software used :

Cinema 4D, Mapping Matter, Notch Engine, Finale

Tools:

Arduino, VR, AR, Artnet, DMX, MIDI, OSC, RaspberryPi, Photography

Fields of expertise:

Music composition (electroacoustic, instrumental, mixed), Orchestration, Interactive audio-vidéo system design, VR ambisonic mix, Interactive stage design, Sound design for dome of 52 speakers, Electronic design

Management (cultural organizations):

Video Phase 2014-2020 : Bookkeeping, Administrative management, Production management, Tour direction, Technical direction

MUSIC FOR ADVERTISEMENT, VIDEO COMMISSIONS AND INTERACTIVE SYSTEM DESIGN

- 2021 *Quantum Sandbox* : interactive visual programmation, project with Eden Creative
2020 *The 4th Wall/Le 4e mur* : video direction, project with Video Phase
2020 *Into the fire* : video direction, project with ClairObscur
2020 *Claudel* : video commission for a vocal concert, project with ClairObscur
2019 *Arborescence* : video commission for a vocal concert, project with ClairObscur
2018 *Les tubes* : interactive audio system design, project with Lucion Média
2017 *Shadow Play* : interactive audio system design, project with Audio Z and Lucion Média
2015 Hyundai : music for a series of TV advertisements, SNDWRX
2015 *Frankenstein, opéra courte pointe* : video design for a chambre opera with Marc-Olivier Lamontagne and Sarah Albu
2013 *Quartett* : video design for a play directed by Florent Slaud
2013 Desjardins : music of four web clips for *Cohohopérons*
2012 Kino Montréal : music of five web clips for *Boréale*
2010 SMCQ : virtual ballet commission (video) for *La création du monde* by Darius Milhaud

MUSIC FOR FILM, DANCE AND THEATRE

- 2017 Magalie Chouinard : *Âme nomade* (visual theatre, sound and music design)
- 2014 Spira Film : *L'intimidation* (film)
- 2013 Yan Breuleux (Vidéographe) : *VJGraph* (immersive film at the SAT)
- 2013 Louis-Thomas Pelletier : *Survivre à l'hiver* (film)
- 2013 Philippe Beauchamp : *Alexia* (film)
- 2012 David Émond-Ferrat : *Tu peux pas dire à une poule de pondre des œufs carrés* (film)
- 2012 Maxime Leduc : *Jacques le fédéraliste* (film)
- 2012 Vladimir Kanic : *Une planète pour déjeuner* (film)
- 2012 Charles-Louis Thibault : *J'ai tué mon chien* (film)
- 2012 Jules Saulnier : *Sonatine* (hommage) (film)
- 2012 Charles-Louis Thibault : *New York Purple* (film)
- 2011 Philip Kaindl : *Der Fall des Koffers* (The Case) (film)
- 2011 Louis-Thomas Pelletier : *La Fantaisie* (film)
- 2011 Romain Assenat : *Indol* (film)
- 2011 Vladimir Kanic : *Breaking the ocean* (film)
- 2011 Jules Saulnier : *Toxine* (film)
- 2010 Véronique Gaudreau : *Balcon* (dance)

PERFORMANCES

- 2019 *Lumens Game* : Tai Kwun Centre (HK) - 4 shows, River Run Theatre (ON) - 5 school shows, Ping Pong Festival, Shanghai (CH) - 5 shows, Xintiandi Festival, Shanghai (CH) - 5 shows, Maison de la culture Janine-Sutto
- 2019 *Qballs* : opening performance at Prix Opus Gala 2019 (CQM)
- 2018 *Neon city* : Vivier Mix, Amphithéâtre le Gesù
- 2018 *Lumens* : Théâtre de la ville de Longueuil, Capitol Theatre (NB), Harbourfront Theatre (IPE), Imperial Theatre (NB), Fredericton Playhouse (NB)
- 2018 *Neon City* : *Rythmopolis*, Place des festival du Quartier des spectacles - 3 shows
- 2018 *Lumens* : Assitej Korea Summer Festival (KR) - 4 family shows, Makin' Waves Festival, Sydney (NÉ), Au Vieux-Treuil, Havre-Aubert, Théâtre de la ville de Longueuil - school show, Patro le Prévost
- 2018 *Reflets* : *Journée Portes ouvertes* at Le Vivier, Amphithéâtre le Gesù
- 2017 *Lumens* : First Raleigh Night festival 2018 (US) - 4 family shows, Salle Émile-Legault, Maison de la culture plateau Mont-Royal, salle Iro Tembeck, Espace SAT
- 2017 *Lumens VR* : launch of virtual-reality clip, MontVR
- 2017 *Roll, Cube it* : Québec numérique, Musée de la civilisation
- 2017 *Video Phase* : school show series in primary schools in Montréal - 6 shows
- 2017 *Fit in the crowd* (interactive installation) : one-month exhibition at the Maison de la culture Frontenac, gallery 2
- 2017 *Roll* : *Journée Portes ouvertes* at Le Vivier, Amphithéâtre le Gesù
- 2016 *Traces dans l'espace* : Église le Gesù - 2 shows
- 2016 *Lumens* : Amphithéâtre le Gesù
- 2016 *Allégories de ruelles* : CAM on tour, 8 presenters on the island of Montréal - 8 shows
- 2016 *Video phase* : Théâtre Centennial, Bibliothèque et archives nationales du Québec
- 2015 *Frankenstein, L'opéra courte pointe* : Chapelle Historique du Bon-Pasteur
- 2015 *Video phase* : Centres des sciences dans le cadre de MNM 2015 - 4 family shows
- 2015 *Video loop* : *Journée Portes ouvertes* at Le Vivier, Amphithéâtre le Gesù
- 2014 *Video phase* : Maison de la culture Pointe-aux-Trembles, Maison de la culture Frontenac, Maison de la culture Plateau-Mont-Royal
- 2014 *Flash point* : Sond'ar-te electric ensemble, directed by Laurent Cuniot (PT)
- 2014 *Video loop* : L'homme et la machine, Salle Émile-Legault
- 2013 *Video phase* : Maison de la culture Côte-des-Neiges, Auditorium Le Prévost, Salle multifonctionnelle de Saint-Lambert, Théâtre de Verdure, Maison de la culture Ahuntsic-Cartierville
- 2013 *Fit in the crowd* : concert *Pixels et Décibels* presented by Codes d'accès at Maison de la culture Mont-Royal
- 2013 *VJGraph* (sound design in 43 voices, dome): the SAT
- 2013 *Flash point* : concert *Attaque à cinq!* presented by Paramirabo ensemble and produced by l'ECM+ at Conservatoire de musique de Montréal
- 2013 *Fit into the crowd* : ICMC 2013, Totally Huge New Music festival, Heath Ledger Theatre (AU)
- 2013 *Fit into the crowd* : launch concert Black Box Theatre, fixed version, Texas A&M University (US)
- 2012 *Video phase* : Maison de la culture Rosemont-Petite-Patrie

- 2012 *La Fantaisie* (film) : Off-Courts de Trouville (FR), Just for Laughs Festival
 2012 *New-York Purple* (film) : Regard - Saguenay International Short Film Festival

COMMISSIONS, DISTINCTIONS AND PRIZES

- 2021 *Le Flot* : creation of an outdoor digital installation, project with the city of Sherbrooke
 2018 Sixtrum : commission for *Rythmopolis, Neon city* (8 percussionnists and audio-video system)
 2018 Opus Prize : Concert of the year, musique actuelle et électroacoustique 2017, *Lumens*
 2017 Conseil des arts de Montréal : *Mécènes investis pour les arts* Grant, *Lumens*
 2015 *Frankenstein, L'opéra courte pointe* : commission by the ensemble for one act of the opera (voice, guitar and audio-video system)
 2015 Magnitude6 : commission, *Allégories de Ruelles* (5 brass, percussion and audio-video system)
 2015 Finalist for the *Prix collégien de musique contemporaine* 2015 for *Flash point*
 2014 SOCAN Foundation : Serge-Garant Prize for *Flash point*
 2014 First prize at the Sond'ar-te Electric Ensemble Competition for *Flash point* (PR)
 2013 EMC+ and Paramirabo ensemble : commission, *Flash point* (5 musicians and audio system)
 2013 Honorable mention : Fresh Minds Festival 2013, *Fit into the crowd* (US)
 2011 Third prize at the Salvatore Martirano Memorial Composition Award 2011 for *Chute libre* (US)
 2010 NAISA: commission for SOUNDplay festival, *Refuge* (bass clarinet and audio-video system)

GRANTS

- 2022 Conseil des arts et lettres du Québec: Production, *Alt-Escape*
 2021 Conseil des arts et lettres du Québec: Research and creation, *Alt-Escape*
 2020 Canada Council for the Arts : Digital Originals, *The 4th Wall/Le 4e mur*
 2020 Canada Council for the Arts : Digital Originals, *Into the fire*
 2020 Conseil des arts et lettres du Québec: Exploration et déploiement numérique, *Into the fire*
 2020 Conseil des arts et lettres du Québec: travel grant, *Lumens Game*
 2019 Conseil des arts et lettres du Québec: travel grant, *Lumens Game* (HK)
 2019 Canada Council for the Arts: travel grant, *Lumens Game*
 2019 Conseil des arts et lettres du Québec: production grant, *Lumens Game*
 2019 Conseil des arts et lettres du Québec: travel grant, *Lumens Game* (CH)
 2019 Conseil des arts et lettres du Québec: promotion grant, showcase *Lumens* (US)
 2018 Canada Council for the Arts: Touring grant, *Lumens*
 2018 Conseil des arts et lettres du Québec: tour in Seoul, *Lumens* (KR)
 2018 Conseil des arts et lettres du Québec: Touring grant, *Lumens*
 2017 Canada Council for the Arts: travel grant, First Raleigh Night 2018, *Lumens* (US)
 2017 Fondation SOCAN: travel grant, First Raleigh Night 2018, *Lumens* (US)
 2017 Conseil des arts et lettres du Québec: promotion grant, First Raleigh Night 2018, *Lumens* (US)
 2017 Conseil des arts de Montréal : CAM on tour 2017-2018, *Lumens*
 2017 Fondation SOCAN: travel grant, showcase *Lumens*
 2017 Conseil des arts et lettres du Québec: promotion grant, showcase *Lumens*
 2017 Conseil des arts et lettres du Québec: production, *Lumens*
 2017 Conseil des arts de Montréal : project grant, *Lumens*
 2016 Conseil des arts et lettres du Québec: digital program, *Lumens en VR*
 2016 Conseil des arts et lettres du Québec: Research and creation, *Traces dans l'espace*
 2015 Conseil des arts de Montréal : project grant, *Lumens*
 2014 Conseil des arts de Montréal : project grant, *Lumens*
 2014 Conseil des arts et lettres du Québec: Professionnel Development grant, Darmstadt 2014 (DE)
 2013 Conseil des arts et lettres du Québec: travel grant, ICMC 2013, *Fit into the crowd* (AU)
 2011 Fondation SOCAN: residency at ReMusica Festival, *Fit into the crowd, Refuge* (Kosovo)
 2010 Canada Council for the Arts : creation grant, show *Video phase*
 2010 Fondation SOCAN: residency at NAISA, Toronto, *Fit into the crowd, Refuge*
 2009 Social Sciences and Humanities Research Council: master's-level research project, University of Montréal

- 2019 Workshops for families, *Lumens Game* : Tai Kwun Centre (HK) - 2 workshops
- 2019 *De la RA à la RV : Lumens VR* : Pépinière danse et numérique (speaker)
- 2019 Workshop for families, *Lumens* : Ping Pong Festival, Shanghai (CH)
- 2019 Lecture on my career at Cégep de Saint-Laurent
- 2018 Workshop for families, *Lumens* : Au Vieux Treuil, Havre-Aubert
- 2018 Workshop for families, *Rythmopolis* : Place des festival du Quartier des Spectacles - 2 workshops
- 2017 Workshop for schools, *Video Phase* : De la cour à la scène, primary schools in Montréal - 45 workshops
- 2016 Mediation workshops for schools *Allégories de ruelles* : groups in Montréal - 6 workshops
- 2009 Toronto Electroacoustic Symposium (speaker)
- 2009 Buffalo Graduate Symposium on Music (speaker) (US)

COURSES & WORKSHOPS

- 2014 Introduction to bookkeeping with Sage 50
- 2014 International Music Institute Darmstadt (DE)
- 2014 Workshop on directed improvisation for film scoring with Robert M. Lepage, SPACQ
- 2013 Music for video games (Wwise) with Mathieu Lavoie & Simon Ashby, RAFVQ
- 2012 Digital arts toolbox, mentoring program with Alexandre Burton, CQAM
- 2012 Creation workshop with scholarship, Orford Arts Centre, Ana Sokolovic
- 2010 Workshop composing for television and cinema, CQM
- 2010 Collaborative workshop for directors and composers SPACQ/INIS
- 2009 Sound creation workshop, Orford Arts Centre, Yves Daoust, Alexandre Burton
- 2008 Sound creation workshop, Orford Arts Centre, Yves Daoust, Alexandre Burton

PROFESSIONAL ASSOCIATIONS

- CAC : jury member for special price 2020
- CALQ : jury member 2020-2021
- Canadian Music Centre: Associate composer
- SOCAN: Society of Composers, Authors and Music Publishers of Canada
- SPACQ: Société professionnelle des auteurs compositeurs du Québec
- CQM: Conseil québécois de la musique
- Groupe Le Vivier
- REPAIRE : Regroupement de pairs des arts indépendants
- Codes d'accès
- Topo: board of directors