### **MICHAEL LEGAN**

### Education

- 2012 BA, Global Studies, University of Minnesota, Minneapolis, MN
- 2012 Language & Culture Summer Program, Fundación Ortega y Gasset Argentina, Buenos Aires, Argentina

### **Exhibition & Facilitation**

2022	<i>Untitled</i> forthcoming sculpture installation at <u>Franconia Sculpture</u> <u>Park</u> , Shafer, MN
2022	<i>Music in the Trees</i> sound performance, <u>Belwin Conservancy</u> , Afton, MN
2022	<i>Bluetooth Connection</i> interactive sound installation, <u>Pancake</u> <u>House</u> , Minneapolis, MN
2021	<i>Two Resonant Spaces</i> interactive sound installation, <u>Glass House</u> , Minneapolis, MN
2021	IKEA Pilgrimage, An archive of suburban Minnesota pilgrimage, <u>Pilgrim CHAT</u>
2020	School of Fish interactive sound art installation, Rock the Cradle, Minneapolis Institute of Art, Minneapolis, MN
	MELT collaboration with <u>OUECHA</u> and <u>Miriam Karraker</u> , <u>Material</u> <u>Art Fair</u> , Mexico City, Mexico
	<i>School of Fish</i> interactive sound art installation, <u>In Situ</u> Experimental Music Festival, <u>Pancake House</u> , Minneapolis, MN
	<i>Listening to Space</i> Panel, In Situ Experimental Music Festival, Pancake House, Minneapolis, MN
2019	School of Fish interactive sound art installation, <u>Sensory Friendly</u> Sunday, Walker Art Center, Minneapolis, MN
	Ramps, Field Experience, Frederic, WI [curator & facilitator]

Project funded by a 2018 Visual Arts Fund Grant with support from the Andy Warhol Foundation, in collaboration with designer <u>Julka</u> <u>Almquist</u>

*School of Fish* interactive sound art installation, <u>Free First</u> <u>Saturday</u>, Walker Art Center, Minneapolis, MN

DIP (Design In Process), Experimental dinner party, 1665 Thomas

#### **Musical Direction & Audio Production**

2020	Tine Net – Peach Whisper studio album [recording]
2020	Dukes of Chutney - Hazel studio album [recording]
2020	Sounds Unexpected podcast, KFAI [recording]
2019	<u>The Miskatonic Papers</u> , Minneapolis, MN [audio mixer & sound designer]
2018	<u>I've heard it both ways</u> (Matt Olson) & Frank Lyon, lathe cut record, <u>Volume Gallery</u> , Chicago, IL [audio mixing & mastering engineer]
2011-2016	A Picnic Operetta, Minneapolis, MN [menu designer & creative collaborator]
2015	<i>On A Technicality</i> short film, Cleveland International Film Festival, Cleveland, OH [composer]
	<u>The Voyage of the Soul - Not Life Alone</u> experimental film, Minneapolis-Saint Paul International Airport, Minneapolis, MN & MSPIFF, Minneapolis, MN [composer]
2014	Still Life experimental film, MSPIFF, Minneapolis, MN [composer]
2013	"Thriller Theme" from <i>Fool's Gold: California Roadtrip in an Election Year</i> documentary, 3 <sup>rd</sup> Floor Screening Room, NY Public Library Performing Arts Branch, New York City, NY [composer]
	Painting the Place Between documentary, Fitzgerald Theater, Saint Paul, MN [composer] PBS syndicated as of 2015
2012	<i>Meet Me in the Heart Caves</i> , Puppet Lab, Minneapolis, MN [composer]

	<i>Uniquinox</i> , Interact Center for the Visual and Performing Arts, Minneapolis, MN [musical director & composer]
	<u>Apocalypse - Now and Then</u> , University of Minnesota, Minneapolis, MN [technician & project collaborator]
	<u>Voices of Fire</u> , University of Minnesota, Minneapolis, MN [composer & designer]
2011	Federal Bar Association's 37th annual Federal Court Practice Seminar, Guthrie Theater, Minneapolis, MN [musical director & composer]
	<i>Uniquinox</i> , Interact Center for the Visual and Performing Arts, Minneapolis, MN [musical director & composer]
2010	Wing Young Huie - University Avenue Project, Minneapolis, MN [featured soundtrack artist]

## Live Performance

2021	Uselding Fridays, Fashion Experiment, Franconia Sculpture Park,
	Shafer, MN
2020	Drone Not Drones, Cedar Cultural Center, Minneapolis, MN
2019	Family Room, Minneapolis, MN
2019	Family Room, Los Angeles, CA
2019	GIG'S, Minneapolis, MN
2019	Drone Not Drones, Cedar Cultural Center, Minneapolis, MN
2019	COLLECT, Minneapolis, MN
2018	Playtime, Minneapolis, MN

# **Professional Experience**

2012-present	Contract Sound Artist & Commercial Composer, Minneapolis, MN
2014-2015	Composer, Asche & Spencer, Minneapolis, MN
2010-2015	<ul> <li>Guest Artist, Interact Center for the Visual and Performing Arts, Minneapolis, MN</li> <li>Commissioned by Interact Center for the Visual and Performing Arts to compose and perform the music to the first and second iterations of their street pageant, The Uniquinox, "a street festival of the imagination."</li> </ul>
2012	Programmer, University of Minnesota, Minneapolis, MN

• Worked collaboratively exploring the integration of interactive elements, Arduino motion sensors, into stage design, and the live manipulation of sound.

Designer, University of Minnesota, Minneapolis, MN

- Designed sound for an interactive dance piece using an Arduino based clothing design that transformed dance movement into sound during a live performance. A custom-made dance suit was developed using a wearable, multi-sensor system (light sensors, bend sensors, and accelerometers) that was designed using conductive thread and rigged through Max/MSP and Ableton Live using an Arduino Uno, and XBee modules, all to translate the dancer's motions and gestures into a musical composition.
- Collaboration between the informatics group at the University of Minnesota's School of Music, Department of Dance, Department of Engineering, and various outside experts.

#### **Press & Publications**

2012

2013 <u>Visualization Technologies For Music, Dance, and Staging In</u> <u>Operas</u>, Leonardo Electronic Almanac, Vol. 19, No. 3 [featured]