

August 3, 2017

Donya Quick

Computer Music and Artificial Intelligence Researcher, Educator, and Composer.

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Personal website: donyaquick.com
Online portfolio: donyaquick.com/portfolio
Code repositories: github.com/donya and github.com/Euterpea
Social media: https://www.facebook.com/donya.quick.7

EMPLOYMENT

Research Assistant Professor, June 2017 - present
Stevens Institute of Technology, Hoboken, NJ
Development of the MUSICA project for musical artificial intelligence.

Visiting Professor, August 2016 - May 2017
Southern Methodist University, Dallas, TX
Teaching interdisciplinary courses within the Center of Creative Computation.

Researcher, June 2016 - August 2016
University of Arizona, School of Information, Tucson, AZ
Development of the MUSICA project for musical artificial intelligence.

Lecturer, November 2014 - May 2016
Yale University Department of Computer Science, New Haven, CT
Teaching courses in computer music and supervising student research projects.

Postdoctoral Research Associate, September 2014 - October 2014
Yale University Department of Computer Science, New Haven, CT
Functional reactive programming language design and implementation.

Software Development, 2007
Geotech Instruments, Dallas, TX
Development of seismic database software using Java and MySQL.

EDUCATION

Doctor of Philosophy, Computer Science
Yale University, New Haven, CT, December 2014
Advisor: Paul Hudak. Research: modeling music composition and score generation with aspects of programming languages, machine learning, abstract algebra, and linguistics.

Master of Philosophy, Computer Science
Yale University, New Haven, CT, December 2011

Master of Science, Computer Science
Yale University, New Haven, CT, December 2011

Master of Science, Computer Science
Southern Methodist University, Dallas, TX, May 2008
Advisor: Margaret H. Dunham. Research: visualization and data mining of DNA/RNA sequences and seismic data sets.

Bachelor of Science, Computer Science and Environmental Science
Southern Methodist University, Dallas, TX, May 2008, summa cum laude

Associates of Arts, Science
Lord Fairfax Community College, Warrenton, VA, May 2005

HONORS AND AWARDS

Elected to Phi Beta Kappa, 2007

Computing Research Association Outstanding Undergraduate Award Finalist, 2007

Departmental Award in Computer Science, Southern Methodist University, 2006-2007

General Chemistry Achievement Award from the Southern Methodist University Chemistry Department, 2006

Virginia Space Grant Consortium Scholarship, 2004

Elected to Phi Theta Kappa, 2003

PUBLICATIONS

Paul Hudak and Donya Quick. The Haskell School of Music: from Signals to Symphonies. Textbook under review by publisher, 2017 (forthcoming).

Donya Quick and Clayton T. Morrison. Composition by Conversation. In *Proceedings of the International Computer Music Conference*, 2017 (forthcoming)

Brian Heim and Donya Quick. Recursive Generation of Rhythmic Structures with PTGGs. In *Proceedings of the International Computer Music Conference*, 2017 (forthcoming)

Donya Quick. Learning Production Probabilities for Musical Grammars. *Journal of New Music Research*, 2016. DOI: 10.1080/09298215.2016.1228680.

Donya Quick. Composing with Kulitta. In *Proceedings of the International Computer Music Conference*, 2015

Mark Santolucito, Donya Quick, and Paul Hudak. Media Modules: Intermedia Systems in a Pure Functional Paradigm. In *Proceedings of the International Computer Music Conference*, 2015.

Paul Hudak, Donya Quick, Mark Santolucito, and Daniel Winograd-Cort. Real-Time Interactive Music in Haskell. In *Proceedings of the ACM Workshop on Functional Art, Music, Modeling and Design*, 2015.

Donya Quick. Kulitta: a Framework for Automated Composition (Dissertation). Yale University, August 2014.

Donya Quick and Paul Hudak. Grammar-Based Automated Music Composition in Haskell. In *Proceedings of the ACM Workshop on Functional Art, Music, Modeling and Design*, 2013.

Donya Quick and Paul Hudak. A Temporal Generative Graph Grammar for Harmonic and Metrical Structure. In *Proceedings of the International Computer Music Conference*, 2013.

Donya Quick and Paul Hudak. Computing with Chord Spaces. In *Proceedings of the International Computer Music Conference*, 2012.

Donya Quick. Generating Music Using Concepts from Schenkerian Analysis and Chord Spaces. Yale Technical Report, 2010.

Donya Quick. Applications and Parameter Analysis of Temporal Chaos Game Representation (Master's Thesis). Southern Methodist University, 2008.

Donya Quick and Margaret H. Dunham. TCGR: A Novel DNA/RNA Visualization Technique. *Symposium on Next Generation of Data Mining*, 2007.

Margaret H. Dunham, Donya Quick, Yuhang Wang, Monnie McGee, and Jim Waddle. Visualization of DNA/RNA Structure using Temporal CGRs. *IEEE Bioinformatics and BioEngineering*, 2006.

POSTERS

Donya Quick and Christopher Burrows. Empirical Evaluation of Kulitta (Poster). *Northeast Music Cognition Group*, 2015.

Donya Quick and Christopher Burrows. Empirical Assessment of Automated Composition Algorithms (Poster). *54th Meeting of the New England Psychological Association*, 2014.

OTHER ACADEMIC ACTIVITIES AND SERVICE

Ad-hoc reviewer: Journal of New Music Research (2016-2017).

Ad-hoc reviewer: MDPI Mathematics (2017).

Workshop on Functional Art, Music, Modeling and Design, program committee member, 2015 and 2017.

Meadows Academic Policies Committee Member, SMU, 2016-2017.

International Computer Music Conference, paper session chair, September 29, 2015.

FUNDING SOURCES

DARPA Grant W911NF-16-1-0567: Co-PI (2016-present). PI: Kelland Thomas. Communicating with Computers program, the MUSICA project.

NSF Grant SHF-1302327: graduate student researcher and postdoctoral research associate (2013-2016). PI: Paul Hudak / Ruzica Piskac. FRP for Real: design and implementation of domain-specific functional reactive programming languages.

NSF Grant CCF-0811665: graduate student researcher (2013-2015). PI: Paul Hudak. Research on language design and implementation for functional reactive programming.

SOFTWARE PROJECTS

MUSICA researcher and contributor, spring 2016 - present. DARPA-funded project focused on developing an artificial intelligence system for interactive improvisation and musical communication using natural language processing models.

Kulitta, creator and maintainer, spring 2009 - present. A Haskell-based framework for automated and algorithmic music composition. See donyaquick.com/kulitta for more information. Source code repository: github.com/donya/Kulitta.

Euterpea, contributor and maintainer, fall 2009 - present. Development and maintenance of a Haskell library for representing and creating music. See euterpea.com for more information about the project. Source code repositories: github.com/Euterpea.

SKILLS

Programming languages:

- Currently developing cross-platform libraries and real-time applications using Haskell, Python, Processing, Java, and Pure Data.
- Past work with C and C++ (2000-2008).
- Familiar with PHP, SQL/MySQL, Assembly, and Verilog.

Other skills: parallel programming, repository management, \LaTeX , algorithm engineering, and iterative software development with a programming team.

TEACHING

Visiting Professor at SMU, August 2016 - present. Courses taught:

- Sound and Code, spring 2017. Virtual instrument design using Pure Data.

- Functional Creative Coding, spring 2017. Introduction to the Haskell programming language and functional concepts through musical applications.
- Creative Coding I, fall 2016 - spring 2017. Introduction to programming using Processing. Principles of computer science and programming explored through the creation of interactive audio-visual artwork and games.
- AI and Creative Composition, fall 2016. Artificial intelligence algorithms for analyzing and generating creative work. Topics surveyed span multiple areas of cutting-edge artificial intelligence research applied to creative domains, such as music composition.

Lecturer at Yale, November 2015 - May 2016. Courses taught:

- Programming Musical Applications, fall 2015. An introduction to programming concepts in a musical setting using the Python programming language. No prerequisites.
- Algorithmic and Heuristic Composition, spring 2015. Advanced computer music course focused on functional programming language principles, representations for score-level musical features, and algorithms for producing novel musical works.
- Sound Representation and Synthesis, spring 2016. Advanced computer music course focused on low-level issues of representing sound and programming with streams.

Teaching Assistant at Yale, fall 2009 - spring 2014. Courses: Object-Oriented Programming, Parallel Programming Techniques, Algorithmic and Heuristic Composition, Machine Learning, Cryptography and Computer Security, and Advanced Artificial Intelligence.

COMPOSITIONS, CONCERTS, INSTALLATIONS, AND COMMISSIONS

Real-time audio-visual installations outside the Center of Creative Computation in Meadows School of the Arts, SMU, 2016-2017.

Vesicularia, an algorithmic composition created with Kulitta, performed at Electronic Music Midwest, October 2016.

Paul Hudak Symposium Listening Room, Yale University, April 2016. Concert organization and presentation of multiple original and algorithmic compositions using Euterpea and Kulitta.

Automated Composition Commission, January 2016. Using Kulitta to produce performable piano compositions for Gartner. Pieces were performed at Gartner's conferences.

Euterpea Studio Concert, Yale University, November 2015. Concert organization and presentation of an algorithmic composition using Kulitta.

Music composition: original compositions, algorithmic composition, and virtual instrument design. Online examples: soundcloud.com/donyaquick

HOBBIES

Visual art: origami, drawing, painting, cartoons, and scientific illustration. Online: donyaquick.deviantart.com

Aquariums: freshwater and marine aquariums for invertebrates and fish. Propagation of soft corals and sea anemones.