GUY FLEISHER.Sound.Light.Interaction.

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EDUCATION

M.Mus. Sonic Arts 2017-2018 Final project supervised by Mr. Daniel J. Ross

B.Mus. Jazz Drums 2011-2014 Final recital supervised by Mr. Rony Holan Jerusalem Academy of Music and Dance

Sound Engineering/Performance studies (Drums) **Rimon School of Music** 2007-2011 Tutor: Mr. Rony Holan (Drums), Mr. David Luria (Sound and Music Production)

Short Bio

Multi-disciplinary sound artist.

Born and raised in Israel. Currently living in Porto, Portugal.

I have a keen interest in the sounding of the environment and the interaction of light and sound. My work includes music and sound design for fine-art, video and dance,

as well as interactive sound-art and installation work,

spatial and acoustatic music, audio-visual art, environmental composition and acoustic ecology. I hold a Masters degree in Sonic Arts from Goldsmith's, University of London,

and a Bachelors degree in Jazz Performance from the Jerusalem Academy of Music and Dance. My work has been exhibited and performed in Israel, the United Kingdom, USA, Portugal, Switzerland, and Malaw.



Goldsmith's College, University of London

HONORS, AWARDS AND EXHIBITIONS

Sonic Matter Festival SONIC MATTER-Listening-Lounge WEICHEKISSENHEISSEOHREN, Kunstraum Walcheturm, Sw	2023 itzerland
Serralves em Festa – Cozinha Em Obra Intuitive Awakening, Sound and interaction design, collaboration with Luiza Leitao, Casa de Serralves,	
Worm Winter Festival 2023 Technical planning and audio engineering; CCOP, Porto, Portugal Audio-Visual support; DENTRO gallery, Porto, Portugal	
Accidental Poems: Jonas Mekas' Music Generative audio-visual composition, Collaboration with Natalie Feldesman based on newly found archival footage material by Joans Mekas, Liebling House Gallery, Tel-Aviv, Isr	2022 rael
RoomSynth site specific installation converting participant's movement and color in space to sound synthesis Parameters, DENTRO Gallery, Porto, Portugal	
The Field	
Solo exhibition at Room25; Sound based art Gallery, Tel-Aviv, Israel	
Chili Summer experimental art festival	
showcasing a custom built 3rd order ambisonic spatialization system at Dentro Sound Space, Porto, Por Interactive Sound-art Kimchi Workshop (collaboration with Jion Kiim), CCOP, Porto, Portugal	rtugal
Video Instrumentalization Creative Project for synthesizing video data into sound – Audio-Visual Performance at DENTRO Sour	nd Space, Porto, Portugal
Worm Winter experimental art festival	
Video instrumentalization; showcase and performance of audio-visual synthesis and real-time comp	osition, Porto, Portugal
SEDEK Group exhibition; showcasing 'Jaffa Daze' - original quadrophonic environmental composition for 4 speakers, Jerusalem, Israel	2021
De Liceiras 18 Cultural association Artist residency program Porto, Portugal	2020
Rampa Cultural association Portfolio readings and studio visits residency program #2 Porto, Portugal	
Our Malawi; No Words Needed Tour of the exhibition in Malawi, Africa:	2019

Tour of the exhibition in Malawi, Africa: ArtGlo (Zomba)/Malawi University of Science and Technology (Mikolongwe)/Story Club Arts C	afe (Lilongwe)
Interactive audio-visual photography exhibition Bright Rooms (London, UK) TEDER Beit Romano (Tel-Aviv, Israel)	
M.Mus. Sonic Arts graduate with distinction from Goldsmith's, University of London	2018
Whitstable Biennale 2018; Sounding Shore :: COAST TO COAST Being Human Festival 2018; Sound :: Lost & Found Symphony	
DETECTOR Composition for dance, Laban Graduate school program	

collaboration with choreographer Margret Schutz

Jazz Ensemble Competition 2nd place - JAMD

2017

Gertrud Choreography Competition - Notable mention for music composition for dance 3rd place and Notable Mention Collaboration with choreographer Tom Lev-Dekel

Spatialization process using IRCAM Spat5 and Ableton Live	2022
working with sound artists to explore possibilities of spatial composition through custom built 3rd order ambisonic sound diffusion system.	
Worm Winter; Algorithmic Soundscape Composition a workshop on soundscape and environmental composition using algorithmic techniques	2021
IDC Herzliya Amedi Lab Custom design and implementation of 97.1 Ambisonic playback system for multi- sensorial cognitive and neurological research as well as spatial design for systematic research using large speaker array systems preperatory course	2020
Music Crossroads Music School, Malawi, Africa	2020
Everyday Music; Music production workshop focusing on using environmental sam recordings as creative outlet for electronic music producers	ples and field
Trinity Laban Conservatoire, London, UK CoLab Workshop for music and dance Sensory Field: Specialized workshop for sound interventions, interactive composition an performance	2019 d collaborative
Drums and Percussion Teaching Mikey school of music, Tel Aviv, Israel Ramat-Gan Conservatoire, Ramat-Gan, Israel Hod Hasharon Conservatoire, Hod Hasharon, Israel Migvanim, Ramat Hasharon, Israel • Teaching drums, hand percussion and rhythm studies for all levels, in the follow	2015 - 2016 2014 - 2015 2014 - 2016 2014 - 2016 2014 - 2016
topics: performative aspects of drumming, studio work, rhythmic reading/writin	ıg
• Worked with students of a wide age range $(5 \frac{1}{2} - 60)$	
• Worked with students of a wide technical range (beginner – advanced)	
ROFESSIONAL TRAINING	
Sound Engineering and Music Production Rimon School of Music, Israel 2011	
MMUNITY SERVICE	
Ramat Hasharon Community center Drums and Percussion Tutor, Tav Hamashve, Ramat Hasharon Israel, 201	1
ANGUAGES	
Hebrew: Native Language English: Native speaker Level Portuguese: A1 Level	
COMPUTER SKILLS	

Ambisonic spatialization system design, configuration, fabrication and assembly (Spat5) Composition and performance

Recording engineer, Mixing engineer, Field Recording

Applications:

Ableton Live 6-11, AVID Pro-Tools HD 9-11, Max/MSP/Jitter 6-8, Processing 3-4, Touchdesigner 909 Microsoft Word/Exel, Google Docs/Sheets

OTHER