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Can Ince

Education

- 2016–2017 **MA Music**, *University of Huddersfield*, UK.
Thesis title: "Programming for Music: Explorations in Abstraction"
Supervisor: Alexander J. Harker
- 2010–2016 **BSc Computer Science and Engineering**, *Sabancı University*, TR.

Experience

- 2017– **CEO and Software Developer**, *ince.io*, London.
ince.io is a software company founded by myself, offering solutions in the intersection of software and creativity – e.g. interactive audio engines for games and applications, sound design, electronic music instruments, audiovisual systems for performance, and installations.
Projects:
 - Audileum, a collaboration with Newtoy Ltd:
 - Funded By Arts Council UK;
 - Research and Development Residency in Barbican Centre, Pit Theatre;
 - Still on going development
- July'15– **Software Developer**, *Duello Games*, Istanbul.
Sep'16 Worked on the Unity-based games *Ozmo* and *Islash Heroes*.
- June'14– **Sound Designer**, *Duello Games*, Istanbul.
Sep'15 Designed and produced audio content for the mobile game *Islash Heroes*.
- July'12– **Web Development Intern**, *Rabarba Digital Advertisement Agency*, Istanbul.
Jan'13 Did query analysis and development for client chatbots (see video).

Selected Projects

- 2017– **Siren: an Ecosystem for Musical Patterns.**
A tracker interface and an event sequencer for live coding. Siren is a JavaScript-based web application. The back-end, which interfaces with GHC, is built using Node.js and the front end is implemented using Reactjs. For the academic community I have published a conference paper at the 2017 International Computer Music Conference (ICMC) titled *Siren: Hierarchical Composition Interface*. In addition to the conference proceedings, *Siren* has been featured in a recently crowd-sourced book on electronic music instruments, *Push Turn Move*, beside its predecessors such as *SuperCollider*, *PureData* and *TidalCycles*.

- 2017– **Audileum.**
Audileum is an interface for several players, which, through the mapping of trigger areas in the 3D space, creates live interactive platforms for performance, sound design, composition and storytelling. Audileum productions can be re-enacted and experienced anytime and anywhere through Virtual Reality and Web platforms. The project received an Arts Council grant and Sound and Music funding for its R&D stage which culminated in a week long residency at the Barbican Centre's Pit Theatre.
- Fall 2015 **Computer controlled acoustic drum machine, VA-440,**
Patchwork is a computer controlled acoustic drum machine that I built in a collaboration with a visual artist for the final project of Physical Computing. I was responsible for the technical development of the sequencer which is built with *Max/MSP* and *Mira* library of *Cycling'74* is used to remote controls the *Arduino* and five *solenoid motors* which interact with two acoustic hi-hat and a snare drum. The project was also a part of an exhibition in *Istanbul Maker Faire*.
- Fall 2015 **Generative music application for IOS and Android, CS-450,**
Term project for the Arts and Computing (Team of three) *Chorus* is a native IOS and *Android* application which is designed to serve as a musical sampler. It can record at most three different sound channels and process them in the embedded sound engine which is developed in Pure Data(libpd). It analyses the frequencies and generates the content which is harmonious with the other channels.
- Spring 2015 **3D Generative Game, CS-405,**
Final project for the Computer Graphics course, developed with Three.js graphics library. The main features are procedural generation, collusion detection and reactive shaders.
- Fall'15– **Polyphonic Sampler in Max/MSP, ENS-491/2,**
Spring'16 Developed a polyphonic sampling system in Max/MSP as my bachelor thesis. Project's scope included filter and DSP design in *gen* as well as multi-dimensional mappings.
- Fall 2014 **Theoretical DSP analyses and derivations , EE-312,**
Five extensive Matlab-based laboratory projects covering interpolation and decimation, IIR/FIR filters, FFT, Z-Transforms topics within the scope of Discrete-Time Signals and Systems course..
- Fall 2014 **Implementation of Data Structures classes for practical computing problems, CS-300,**
I developed several C++ project with topics covering priority queues, LZW binary tree, compression, hash tables, heaps and computational complexity.
- Spring 2015 **Sentiment Analysis on Tweets, CS-412,**
Studied supervised learning models to analyze a tweet's suicidal inclines using *Matlab* and *Weka*.
- Fall 2014 **Computer Networks , CS-408,**
Built a server-client chat application using *.NET* framework.

Spring 2015 **Virtual Reality**, CS-508.

Studied virtual reality devices and focused on Three.js library to build an interactive environment for *Google CardBoard*

Programming Languages and Libraries

Environments Javascript, C++, Unity, Python, Java, MATLAB, Haskell

Back-End Node.js, Express.js

Front-End React.js, Redux, Mobx, HTML, CSS

Database Firebase, SQL, PL/SQL, MongoDB

Audio SuperCollider, PureData, Max/MSP, Bela

Graphics OpenGL, WebGL, Three.js, P5.js, D3.js

Languages

Turkish **Native**

English **Advanced**

French **Intermediate**

Music

Pattern Studies

Algorave podcast

References

References are available on request