



STEFANIE L. KU

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Stefanie L. Ku (also known as Kukie Matter, s.L.k. and Silverslik) is a San Francisco-based intermedia artist dedicated to the sculpting, faceting, and polishing of sound and image.

Stefanie began her musical career at the tender age of five studying the piano on a booster chair. She has studied piano under Betty Oberacker and composition under Jeremy Haladyna and Curtis Roads. After years of dedicating herself to the study and pursuit of music, Stefanie began venturing into intermedia (audio, visual, and tactile information and the way they interact with one another) upon completing a Bachelor's in Music Composition, and has since been performing in various international new media festivals (Sounding Taipei - Taipei, Taiwan; Consciousness Reframed as presented by the Planetary Collegium - Beijing, China; Get It Louder - Shanghai, China, Sonoimágenes - Buenos Aires) as well as throughout California (CCRMA – Stanford, Woodstockhausen - Santa Cruz, The Luggage Store Series - San Francisco, 21 Grand – Oakland, Noise Pancake – San Francisco).

Stefanie is currently concentrating on transmuting her visions from the dimensionless realm of pure thought into a more accessible language, one that can be realized and communicated.

EDUCATION

UNIVERSITY OF CALIFORNIA, Santa Barbara
M.A. in Electronic Music and Sound Design
Media Arts and Technology Graduate Program

UNIVERSITY OF CALIFORNIA, Santa Barbara
B.A. in Music Composition
College of Creative Studies

PROFESSIONAL AFFILIATION

Electronic Arts/Maxis
Sound Design, Voice Library

Asphodel Ltd.
Video Contractor, Visual Effects Coordination

PRESENTATIONS AND WORKSHOPS

Correlative Development of Technology and Creativity: The Evolution of Audio-visual Composition

December 15th, 2006 at *Taiwan International Digital Music Development Conference*
Organized by Industrial Development Bureau, Ministry of Economic Affairs, Taiwan, ROC

Studies in Applied Music and Its Career Market Assessment

December 16th, 2006 at *Taiwan International Digital Music Development Conference*
Organized by Industrial Development Bureau, Ministry of Economic Affairs, Taiwan, ROC

Real-time Computer Sound Synthesis and Modulation

May 22nd, 2004 at *Taiwan International Art and Technology Festival*
Organized by Taipei National University of the Arts, Taipei, Taiwan, ROC

Future Development of Audio Visual Live Performance and Improvisation

May 22nd, 2004 at *Taiwan International Art and Technology Festival*
Organized by Taipei National University of the Arts, Taipei, Taiwan, ROC

WORKS, CREDITS AND PERFORMANCES

Unraveling the Trailokyan Selvage [13:40] Sound and video

Premiered March 27th, 2009 at *Sgt. Peppers Lonely Hearts Club (curator: Anne Colvin)*
New Langton Arts, San Francisco, California

The Sims 3 Vox Editing

Electronic Arts, Inc. Redwood Shores, California

The Sims 2: Apartment Living Vox Editing

Electronic Arts, Inc. Redwood Shores, California

The Sims 2: Castaway Stories Vox Editing

Electronic Arts, Inc. Redwood Shores, California

MySims Vox Editing

Electronic Arts, Inc. Redwood Shores, California

Plummet Inversion of a Lilliputian Asura [27:00] Sound and video improvisation

Premiered June 10th, 2007 at the *Godwaffle Pancake*
Art SF, San Francisco, California

The Sims 2: Open for Business Vox Editing

Electronic Arts, Inc. Redwood Shores, California

Time Drift Cenotaph [08:03] Sound and video

Premiered March 23rd, 2006 at the *Luggage Store Gallery New Music Series*
Organized by Outsound.org Research Collective, San Francisco, California

Hallathom [21:00] Sound and video improvisation, collaboration with Brian O'Reilly

Premiered March 23rd, 2006 at the *Luggage Store Gallery New Music Series*
Organized by Outsound.org Research Collective, San Francisco, California

- Ophidian Haruspex [07:09]** Sound and video
Premiered May 21st, 2005 at Get It Louder Shanghai 2005
Organized by Modern Media, China
- Aleph [09:23]** Sound and video
Premiered May 21st, 2005 at Get It Louder Shanghai 2005
Organized by Modern Media, China
- The Sims 2: Nightlife** Vox Editing
Electronic Arts, Inc. Redwood Shores, California
- The Sims 2**
Electronic Arts, Inc. Redwood Shores, California
- Köllt [18:00]** Editing and visual effects
Premiered December 7th, 2004 at Tirana International Film Festival
Organized by the Ministry of Culture, Youth and Sports, Tirana, Albania
- Lambent Chondrule Mimesis [27:00]** Sound and video
Premiered May 22nd, 2004 at *Body, Technology, Image*
As part of *Sounding Taipei 2004: International Art and Technology Festival*
Organized by Taipei National University of the Arts, Taipei, Taiwan, ROC
- Mohtallah [21:00]** Sound and video improvisation, collaboration with Brian O'Reilly
Premiered February 5th, 2004 at the *Luggage Store Gallery New Music Series*
Organized by Outsound.org Research Collective, San Francisco, California
- DHGV [07:18]** Sound and video
Premiered April 26th, 2003 at the *Electric Voices Concert*
As part of *Primavera: Festival of Contemporary Arts and Digital Media*
Organized by CREATE and MAT, University of California, Santa Barbara, California
- BoW [02:09]** Sound and video
Premiered April 26th, 2003 at the *UCSB Art Video and Music Showcase*
As part of *Primavera: Festival of Contemporary Arts and Digital Media*
Organized by MAT, University of California, Santa Barbara, California
- O³C [07:09]** Sound and video
Premiered December 14th, 2002 at *CORE DUMP – An Electro-Media Experience*
Organized by Derrida's Pants, Santa Barbara, California
- Deja-Vu [06:24]** Sound for film
Premiered November 15th, 2002 at *Reel Showcase: An Evening of Shorts*
Organized by Brook's Institute of Motion Picture, Ventura, California
- anamne – Cast [06:49]** Sound
Premiered April 25th, 2002 at the *Southern California Computer Music Exchange Concert*
Organized by CCRMA, Stanford University, Stanford, California
- ShamSwitch [03:18]** Sound
Premiered May 17th, 2001 at *Organized Sound*
Organized by CREATE, University of California, Santa Barbara, California