

Chris Burke

Game Artist, Sound Designer, Composer, Educator
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BIO & REELS: bio.site/cburke

HIGHLIGHTS

- **Eleven years university-level teaching experience in sound design and game-related arts.**
Currently teaching Music & Gaming at New York University in Clive Davis Institute of Recorded Music and Basic Interactive Media (Unity Game Development) at New Jersey City University
- **Sound Designer and composer for 28 years across a range of industries**, including, games, film, television, radio and art installations.
- **Performing artist** (foci + loci, Chris Burke) specializing in work with game engines for building virtual sound stages for live performance in the US and Europe.
- **Worked on set with film director and producer Robert Altman, auteurs of Italian Giallo- Lucio Fulci and Enzo Castellari, maverick theater director Peter Sellars** and more – in various capacities ranging from production to props to camera operator.
- **Sound Designer on musical projects with Grammy-winning producer Don Was** (The Rolling Stones, Bob Dylan, Bruce Springsteen) as well as ground-breaking Icelandic singer/composer **Bjork** and **Rage Against The Machine** guitarist, **Tom Morello**.

TEACHING EXPERIENCE

Adjunct Instructor in Sound, Music & Gaming

Montclair State University - School of Communication And Media (2025 to present)

Teaching Audio for Film and Digital Media

New York University - Clive Davis Institute for Recorded Music (2022 to present)

Teaching Game Device As Instrument, Music And Gaming

New Jersey City University - Media Arts Dept. (2014 to present)

Teaching sound design and audio post for film, multitrack recording, radio/podcasting,
Game Development in Unity

Guest Lecturer - Mashup culture, video games, machinima, and Fair Use at conventions and festivals such as AES 2018 Javits Center, Centre Pompidou and Le Cube (Paris), American Museum of the Moving Image (NY), Australian Museum of the Moving Image, Sydney Film Festival and many other venues.

AWARDS AND COMMISSIONS

- 2013 New York State Council on the Arts, Individual Artists grant for “Bal(l)ade”,
As part of interactive game-art performance duo, foci + loci
- 2010 This Spartan Life episodes made specially for Halo Waypoint channel on Xbox Live
- 2008 Machinima Film Festival, Best Series for “This Spartan Life”
- 2006 Machinima Film Festival, Best Series for “This Spartan Life”
- 2005 Exclusive This Spartan Life videos appeared on Spike TV’s Videogame Awards
- 2001 Altoids.com commission for “USA 1.1” (with Mark Napier) Interactive sound and video art piece
- 2000 Shockwave Site of The Day for “I’ve Seen It All”
Music recording and interactive implementation for Interactive music video by Bjork
and Floria Sigismondi,

- 1992 New York State Council on the Arts, Individual Artists grant for “El Patron”, a sound collage opera
- 1991 Electronic Arts Grants Program, Experimental Television Center, finishing funds for “El Patron”
- 1991 The American Center commission for my sound collage “Who We Are”,
as part of the Trans-Voices exhibition in New York and Paris
- 1990 John Schaefer's New Sounds Listeners' Poll- Third Place for Idioglossia (CD, Mode Records)

REELS

foci + loci live performance work: https://vimeo.com/116813005	This Spartan Life: https://www.youtube.com/user/ThisSpartanLife
Sound Design Reel: https://vimeo.com/957268630	Horror Film Scoring Reel: https://vimeo.com/338476866
Film/Audio Drama Scoring Reel: https://vimeo.com/833857408	Sound Design for Audio Drama Reel: https://vimeo.com/951675843

SOUND DESIGNER | COMPOSER | AUDIO PRODUCER

- Ten Feature film scores including:
 - Splatter University (1984)
 - [The Toxic Avenger](#) (1984)
 - [Search And Destroy](#) (1988)
 - [Shock Troop](#) (1989)
 - [Blue Vengeance](#) (1989)
 - The Refrigerator (1991)
- Sound design, dialogue recording/editing and music for upwards of 100 games
 - “I Spy” PC, CD-ROM, GBA, Wii game series (10 titles), Scholastic Interactive (1997-2010)
<https://www.youtube.com/watch?v=WMgTXy3ABvs>
<https://www.youtube.com/watch?v=B9NuEfKpEnI>
<https://www.youtube.com/watch?v=peWemzv18JA>
 - “Little Bill” interactive CD-ROM series (3 titles), Scholastic Interactive (2003-2006)
https://www.youtube.com/watch?v=xZYTdD_m_Cc
 - “Laurie Anderson’s Puppet Motel”, CD-ROM, Voyager Co., audio director
 - “The Residents- Freak Show”, CD-ROM, Voyager Co., audio director

- “Gahan Wilson’s Ultimate Haunted House” Interactive CD-ROM game, Byron Priess
Multimedia (1994)
<https://www.youtube.com/watch?v=9mWuZGFC4JA&t=380s>
- Promotional game projects for Judson Rosebush, Inc. (multiple titles) (1990s)
- Togglethis.com interactive screensavers (multiple titles) (1999-2001)
- Promotional game projects for Black Hammer Productions (multiple titles) (1996-1999)
- “The Princess Bride” downloadable game, Worldwide Biggies (2008)
<https://www.youtube.com/watch?v=aM1TDI8l3uU>
- “Jewel Match” (multiple titles) iWin Games (2005-2009)
- Sound design and programming for interactive web sites and installations
 - “I’ve Seen It All”: ‘Webeo’ (interactive web music video) by Bjork and Floria Sigismundi, MTVi, Audio Production
 - “USA 1.1”: Interactive net-art app, collaboration with Mark Napier for Red Sky Interactive, Interactive sound design and music
 - “Peppermint Lounge”: Interactive net-art app, collaboration with Mark Napier for Altoids, interactive sound design and music
- Numerous sound design projects for film, television
 - “Radio Free LA”: Special radio event aired on 50 commercial radio stations on inauguration day, 1997. Created by Tom Morello. ‘Culture jamming’ sound collages by Chris Burke
 - “Frontline: The Arming of Saudi Arabia”, Globalvision/PBS Frontline, Original Score
 - “Mob Stories”, HBO/America Undercover, Original Score with Bill Seery
 - “Gang War” HBO/America Undercover, Original Score
 - “A Great Day In Harlem” - Award-winning documentary by Jean Bach, Sound design
 - “A Ren & Stimpy Christmas” - TV Commercial, Nickelodeon/Sony Music, sound design and music
 - “TV Land” - TV Commercials, Nick At Night, sound design and music
- Record releases
 - [8 Bit Operators](#)- The Music of Kraftwerk (2007) Astralwerks Records
 - [DaMaGe](#)- glomag (2008) 8BitPeoples
 - [Roland And The Lamprey](#)- glomag (2009) 8BitPeoples
 - [All Wave Super](#)- Glorified Magnified (1994) Sire Records / Warner Bros

- [Oil War](#)- Chris Burke (1992) Arrest Records
- Not The End of the World, Darling- Bloodbank (1991) Arrest Records
- [Idioglossia](#)- Chris Burke (1989) Mode Avant Records
- Interactive Sound and Media art performances, presented internationally
 - Bibliothèque d'Information, Centre Georges Pompidou- [foci + loci performance](#) (FR) (2015)
 - Schloss Solitude- [foci + loci performance](#) (DE) (2018)
 - IULM University, Milan (IT)- [foci + loci performance](#) (2018)
 - Australian Center for The Moving Image- [This Spartan Life](#) (AUS) (2008)
 - MAGfest 12 (Music & Gaming Festival)- This Spartan Life live interviews and comedy in-game (2013)
 - The Whitney Museum of American Art & The American Center ,Paris- "[Who We Are](#)" (1990)
 - The New Museum- lab[au] with glomag, immersive media performance (NY) (2002)
 - Vector Festival- [foci + loci performances](#) (CAN) (2013, 2014, 2017)
 - Cluster Festival- foci + loci performance (CAN) (2015)
- Live performance as "glomag": using game devices for music composition and performance- television appearances, extensive touring in US, EUR & AUS
 - "8 Bit Punk" [Wired Magazine](#) (2003)
 - "Never Mind The Sex Pistols" [Art Forum Magazine](#) (2004)
 - "Le son de Gameboy" [Article in La Liberation](#) (2004)
 - "Gamers and Music Fans unite to take over NYC Gaming Lounge" [Fuse TV article](#)

LIVE SOUND ENGINEER

- Brooklyn Academy of Music (1990-93)
 - Live sound technician, mixer
 - Audio technician
 - Stagehand, set building, lighting

IMMERSIVE SOUND & VIDEO DESIGN

This Spartan Life (2005-2015) A "talk show in game space" which uses the videogame Halo as its virtual sound stage.

- Series writer, producer, director and host.
- Responsible for all aspects of video production for award-winning video series, including machinima production, virtual in-game camera, video editing, voice recording/editing, mixing.
- *Wired Magazine* likened it to "a mash-up of The Charlie Rose Show and Doom."
- *This Spartan Life* was lauded for its combination of filmmaking with the interactive possibilities of video games by numerous mainstream media outlets.
- Exclusive videos appeared on Spike TV's Videogame Awards and Halo Waypoint on Xbox Live.
- Live appearances and machinima performances in the US, Europe and Australia.

foci + loci: cutting edge "game art duo" performance act using game consoles to perform live interactive music and visuals- performances at the following venues:

- Centre Pompidou (Paris)
- Cluster Festival (Winnipeg)
- Vector Game + Art Convergence Festival (Toronto)
- Salon Ludique (Montreal)
- The Museum of Art & Design (NY) and others

STUDIO OWNER

January 1995-2011, Bong + Dern, Inc.

Audio producer, composer, sound designer

- Full service Audio production for media industry clients
- Recording, sound design, music composition
- Sound for film, video, websites, interactive application, kiosks, video games
- Music and Sound for more than 100 CD-ROMs

Highlights:

- [I've Seen It All](#) - Interactive remix for Bjork via MTVi
- Peppermint Lounge - Interactive sound collage for Altoids.com
- I Spy - Series of interactive CD-ROMs for Scholastic Interactive
- The Domestic Enemy, Recording with with legendary record producer, Don Was
- [Radio Free LA](#), sound collage for commercial radio broadcast by Tom Morello of Rage Against The Machine

SELECTED PROJECTS

Mandible Judy (2019-2021)

Podcast Series/Audio Drama- Sound design, music, editing, mixing for award-winning podcast series.

Producer: DamianL, Inc.

I've Seen It All- Webeo (2000)

Sound Design, interactive music and sound music video for Bjork

Director: Floria Sigismundi

Producer: MTVi

Change For A Ride (2024)

Sound design for art installation

Artist: Caroline Voagen Nelson

Glitterbest (2007)

Sound Design for short film by visual artist Jeremy Blake on the life of Malcolm McLaren

Black Factory (2009)

Sound design for art installation by fine artist, William Pope.L

Yard (To Harrow) (2009)

Sound design for art installation by fine artist, William Pope.L

Hungry Ghost (2023)

Sound Design for short film. Director Bob Stratton, Madbutter Inc.

Under Dead Water (2021-2024)

Podcast Series/Audio Drama- Sound design, music, editing, mixing for award-winning podcast series.
Producer: Novis Opera / DamianL, Inc.

Code Ruth (2018)

Short Film- Full Sound design for short film by artist, Caroline Voagen Nelson

Aquacade (2017)

Short Film- Musical score and Sound design for short film by artist, Caroline Voagen Nelson

The 7-2-1 (2021-present)

Audio recording, editing and post production for medical podcast series
Producer: FWGBD / Really Useful Media

The #1 Bus Chronicles (2020)

Documentary Feature Film- Sound editing and mixing for documentary feature by veteran documentary director Joel Katz

foci + loci

performance and presentation at Bibliothèque d'Information, Centre Pompidou (2015)
Live audio-visual performance and workshop, Paris, France

ONGOING

January 2012-present, DamianL, Inc.

Audio producer, composer, sound designer

Full service Audio production for media industry clients

- Sound for film, video games, websites, interactive application, kiosks
- including recording, sound design, music composition, mixing, hiring voice-over actors
- budgeting, asset management

January 2022- present, New York University

Adjunct Professor, Clive Davis Institute of Recorded Music

- Game Device As Instrument
- Music and Gaming

September 2014- present, New Jersey City University

Adjunct Professor, Media Arts Department

- Sound Post for Film (Sound design, foley, ADR, editing, mixing)
- Sound Production (Introductory)
- Radio/Podcasting
- Music Multi-Track Production
- Basic Interactive Media (Unity Engine)

COMPUTER SKILLS

- Highly competent in most audio production software including Pro Tools, Izotope RX and Ozone, Reason, Ableton Live, Adobe Audition, Reaper

- Highly competent in Final Cut Pro and Adobe Premiere video editing software
- Word processing- Microsoft Word, Microsoft Excel, Open Office
- Competent in Unity Game Engine

WORKSHOPS, LECTURES AND PANELS

- 2018 Omni-Directional: Sound Career Paths in VR/AR- panel Chair
American Society of Engineers (AES), Jacob Javits Center, NY
- 2017 The Sounds of Horror in Games and Cinema, panel host, MAGfest, National Harbor, MD
- 2016 Your Level-Building Tool is Our Sound Stage, panel co-host (foci + loci)
HOPE Conference, New York, NY
- 2014 Colab, 10-day machinima workshop with 16 recent HS graduates
CultureHub, New York, NY
- 2014 How Games Teach, panel (foci + loci) MAGfest
Music & Gaming Educational symposium, National Harbor, MD
- 2013 Mashup Culture, (guest speakers foci + loci), Graduate Media Studies program, The New School,
New York, NY
- 2013 The Politics of Appropriation in Game Art Panel - Vector Game +Art Convergence, Bento Miso
Gallery, Toronto Canada
- 2012 Instrument building demo and work presentation, 8Static, PHILAMoca, Philadelphia, PA
- 2012 Instrument building workshop in game space, Babycastles Summit, Museum of Arts and Design
New York, NY
- 2011 Midterm Critiques, Sound Design I
Parsons School of Design at The New School
- 2010 Sound in Video Games/Virtual Space (Lecture)
NYU Polytechnic Institute, Brooklyn, NY
- 2010 The Future of Play: Games Are Changing Us
Games For Change/SWINY, New York, NY
- 2010 World's Fair Use Day, lecture and panel, Newseum, Washington, DC
- 2010 Talk on Machinima, lecture to Art in New York class, Bloomfield College
- 2010 8 bit Music Workshop, 2-day workshop, Bergen centre for Electronic Art, Bergen, Norway
- 2009 Talk on Machinima and Audio Art, lecture to Art in New York class, Bloomfield College
- 2008 Where To From Here?, panel, Machinima Film Festival, Eyebeam, New York, NY

- 2008 Talk on Machinima, NYU School of Journalism- Media Theory class, New York, NY
- 2007 Chiptunes: 8 bit, 1-day workshop, Laboral Centro De Arte, Gijon, Spain
- 2006 Machinima With Issues, panel, Machinima Film Festival, MoMI, Queens, NY

EDUCATION

BFA Film & Television from NYU, School of The Arts, 1981

PUBLICATIONS

Beyond Bullet Time: Media in The Knowable Space, essay written for Understanding Machinima, Essays on Filmmaking in Virtual Worlds (2013, Bloomsbury)

COLLECTIONS

[*Who We Are*](#), for "Transvoices", The Whitney Museum of American Art, permanent collection

RECORD RELEASES

- | | |
|-------------------------|--|
| 2023 Bandcamp | The Sounds of Nu Capricore - Glorified Magnified |
| 2022 Bandcamp | The Soft Rock Mutation - Glorified Magnified |
| 2022 Bandcamp | Content - Glorified Magnified |
| 2016 Bandcamp/CD | Confessions of an 80s Low-Budget Horror Film Composer (as Chris Burke) |
| 2009 8BitPeoples | Roland And The Lamprey - glomag |
| 2009 8BitPeoples | DaMaGe - glomag |
| 1994 Sire Records | All Wave Super - Glorified Magnified |
| 1992 Arrest Records | It's Not The End of The World, Darling- Bloodbank |
| 1991 Arrest Records | Oil War - Chris Burke |
| 1989 Mode-Avant Records | Idioglossia - Chris Burke |

CURATORIAL

- 2014 Art in The Knowable Space, curator, CultureHub, ReFest, New York, NY
- 2007 Gameworld, curatorial advisor, Laboral Centro De Arte, Gijon, Spain
- 2003 XFest, Digital Art Festival, co-curator, Remote Lounge, New York, NY

BIBLIOGRAPHY

- 2016 Gamasutra.com, The Relationship Between Game Music & Live Performance by Winifred Phillips
- 2015 Soundstudiesblog.com, Culture Jamming and Game Sound: an Interview with foci + loci

2015 Winnipeg Free Press, Possibilities are Endless for Cutting-Edge Festival, review of festival incl. foci + loci
 2013 Gamescenes.org, foci + loci Bal(l)ade (WIP), article on foci + loci
 2013 Gamescenes.org, Game Art: foci + loci's F.T. Mari(o)netti, article on foci + loci
 2013 Error State, Whose Games? Our Games!, article on game art and foci + loci
 2011 ArtCritical.com, That Big Red Button Was Irresistible, article on exhibition, inkling foci + loci
 2011 GameSetWatch.com, Game Play 2011: Mastermind and foci + loci, review of foci + loci performance
 2008 Next Gen (French television show), segment on This Spartan Life
 2007 Entertainment Gaming Monthly, Take This Job, profile
 2006 Reuters TV, video segment on This Spartan Life
 2006 G4TV.com This Spartan Life to Spark Change?, article on This Spartan Life
 2006 Wired Magazine, The Late, Late Show From Inside Halo, article on This Spartan Life
 2006 BBC World, video report on This Spartan Life
 2005 G4TV, Attack of The Show, video review and discussion on This Spartan Life
 2004 Art Forum, Never Mind The Sex Pistols, article on Chip Music and glomag
 1994 Billboard Magazine, Glorified Magnified Amplify Mainstream Appeal, review of All Wave Super
 1992 Keyboard Magazine, The Darkness Behind The 1000 Points of Light, review of Oil War
 1990 Option Magazine, review of Idioglossia
 1990 CMJ New Music Report, review of Idioglossia
 1990 Ear Magazine, review of Idioglossia