

DENIMSZRAM.COM

Media artist and sound engineer

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Geburtsdatum/ -ort: 01.01.1990 / Miltenberg



Denim Szram ist Klang- und Medienkünstler, der in Basel lebt und arbeitet. Seine künstlerische Arbeit oszilliert zwischen Musikproduktion, Performance, multimedialen Installationen und immersiven Klanglandschaften. Als elektronischer Musiker schafft er Kompositionen für Räume, Tanz und Theater. Er ist Experte im Bereich 3-D Audio und nutzt dies für die akustische Inszenierung von Räumen. Ausgangspunkt seiner Arbeit ist das Experimentieren mit Klangsynthese und Feldaufnahmen, die je nach Kontext als Performance oder Klanginstallation zu erfahren sind. Darüber hinaus erweitert er Klang mit anderen Medien und schafft audiovisuelle Systeme und musikalische Interfaces, um neue Ausdrucksformen durch den Einsatz von neuer Technologie zu erforschen.

SELECTED GROUP EXHIBITIONS

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| 2020 | NTU CENTRE FOR CONTEMPORARY ARTS, Singapore
- Melting Gallery |
| 2019 | KUNST JOHANNESKIRCHE, Freiburg, Germany
- Klangregung in the Johanneskirche |
| 2018 | AUDIOART FESTIVAL, Krakow, Poland
- audio-visual installation Gedankenpendel , Concert Szcickon |
| 2017 | HEK, HAUS DER ELEKTRONISCHEN KÜNSTE, Basel, Switzerland
- sound installation Gedankenpendel |
| 2017 | INTERNACIONAL FESTIVAL BERGERAULT, Valdepenas, Spain
- Gedankenpendel Installation and Klangreaktion |
| 2015 | ZKM, Karlsruhe, Germany
- audio-visual installation Sechswand , Concert Cholo Krak |
| 2015 | GALERIA SPOKOJNA, Warszawa, Poland
- audio-visual installation (Sechswand), Concert Szcickon |
| 2012 | HILTOWN NEW MUSIC FESTIVAL, Hilltown, Ireland
- audio visual installation (5th. Freedom) |

COMMISIONS

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| 2020 | GAUTHIER DANCE COMPANY, Theaterhaus Stuttgart
- music and sounddesign for ballet. „ Out of the big box “ |
| 2016 | LUZERNER THEATER
- music and sounddesign for theater. „ Über die Kunst seinen Chef um eine Gehaltserhöhung zu bitten “ |

FREELANCE WORK EXPERIENCE

since 2017	AUDIODESIGN IDEE UND KLANG AUDIODESIGN, Basel Since 2018 working as a freelance audio designer <ul style="list-style-type: none">- National Museum of Qatar, Doha- Schindler Visitor Center in Ebikon, Switzerland- Khwattu, San Heritage Center, Cape Town South Africa
since 2016	IART, Basel <ul style="list-style-type: none">- working as a freelance media installer and audio designer- media world exhibition at „Verkehrshaus der Schweiz“ in Luzern.- Novartis Pavillion in Basel
since 2017	CRK KREATION AG <ul style="list-style-type: none">- Immersive soundscape composition at Stückli-Center in Basel
	SOUND ENGINEERING
since 2022	GARE DU NORD <ul style="list-style-type: none">- working as a freelance sound engineer
since 2021	TELE BASEL <ul style="list-style-type: none">- working as a freelance sound engineer
since 2017	WINKLER LIVECOM <ul style="list-style-type: none">- working as a freelance sound engineer
since 2016	THEATER BASEL <ul style="list-style-type: none">- working as a freelance sound engineer
since 2016	HEK, HOUSE OF ELECTRONIC ARTS BASEL <ul style="list-style-type: none">- working as a freelance sound engineer and media installer

EDUCATION

2017 - 2018	SCHOOL OF EXCELLENCE, Audio design Musik Akademie Basel, Switzerland
2012 - 2017	MASTER OF ARTS, Leadership in creative industries Hochschule Darmstadt, Germany
2014 - 2015	European exchange program (Erasmus+), Intermedia department Academy of fine arts in Krakow, Poland
2009 - 2012	BACHELOR OF ARTS, Digital media with an emphasis on sound Hochschule Darmstadt, Germany

TEACHING

- 2015 | Sechswand, Explication and presentation of audio-visual installation
- Lecture at academy of music in Krakow
- 2015 | Multichannel soundscape composition
- Lecture at Academy of Music in Krakow, (Murray Schafer, soundscape ecology, Ableton live, multichannel sound-setup and multichannel soundscape-composition)
- 2015 | Touch the sound
- Assistent of Ramon de Marco at FHNW Basel, Kontext Institut Ästhetische Praxis (Soundscape, sounddesign, electroacoustic music, audioart, 3D audio, sound installation)

SKILLS

COMPOSITION

- music for dance and theater
- music for museums
- music for games
- audio plays
- interaction sounds
- acoustic scenography
- sound design

CREATIVE

- immersive environments
- spatial sound
- 3D sound expert
- max msp
- audio visual installations
- interactive installations
- prototyping

SOUND ENGINEERING

- sound engineering, foh
- voice recording
- live recording
- live streaming
- boom operator
- field recordings
- film sound
- video documentation

LANGUAGES

German, mother tongue
English, C1, business fluent
Polish, C1, business fluent
Spanish, A1, basics
Swiss German, C1, business fluent

drivers license: B

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