

Stevie J. Sutanto

Composer | Sound Artist

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Education:

- Accepted for PhD at Western Sydney University. **Not commenced due to COVID-19** (2020)
- **MA [Interface Culture](#)**. University of Arts and Industrial Design Linz, Austria (2017-2019)
- **BA Music Composition**. Universitas Pelita Harapan, Indonesia (2010-2014)

Presentations / Publications:

- **Sutanto, S. J.** (2025). [Composing with an AI-Generated Sound Corpus: Reflections on My Computer's Interpretation of Falling Down](#). The AI Music Creativity Conference (AIMC), Brussels, Belgium.
- Hanuraga, S., & **Sutanto, S.** (2025). [Jazz in the Age of Algorithmic Alienation: AI as a Catalyst for Critical Improvisation](#). The AI Music Creativity Conference (AIMC), Brussels, Belgium.
- **Sutanto, S. J.** (2025). [An Intersection between Creative Process and Compositional Structure: Study of a Sketch of Two](#). *Jurnal SENI MUSIK*, 15(1).
- Hartono, P., **Sutanto, S. J.**, & Nanlohy, R. I. (2025). [Soundscapes of Papua: Cultural-based pedagogical approach through electroacoustic music](#). *Organised Sound*, 30(1), 32–40.
- Hartono, P., & **Sutanto, S. J.** (2023). [Algorave Music Practice in Indonesia: Paguyuban Algorave](#). *Organised Sound*, 28(2), 185–194.
- [Musik dan Kecerdasan Buatan \(Music and Artificial Intelligence\)](#). Panel Discussion with Patrick Hartono and Cholil Mahmud, Pekan Komponis Indonesia (2021)

Awards / Residencies / Collaborative Works:

- [Residency Prix CIME 2025](#). Electroacoustic Music Competition.
- **From Sheets to Javelin: A Foreign Policy Fantasia** by Sri Hanuraga (2025). Developed the AI system and live performance/improvisation.
- [Hibernating Further](#) by Jaskaran Anand (2019). Created the **music and interactive system**.
- Interactive installation **Make-A-Pick** by Onur Olgaç (2018). Developed the **interactive sound system**.
- Anton Bruckner Privatuniversität, Linz, Austria (2017-2018). Computer Music Studio **Residency**.
- Wearable interface in a dance performance **Spirit Space** by Aesun Kim (2017). Developed the **interactive sound system**.
- Teleholographic dance performance **Body in Between** by Martinus Miroto (2016). Composed **real-time interactive music**.

Selected Creative Works:

- [My Computer's Interpretation of Falling](#) — multichannel speakers (2025)
- [Sri Hanuraga dan Karawaci](#) — multichannel speakers (2024)
- **Latent Instrument #1** — piano and laptop (2023)
- [Clipping Dream](#) — multichannel speakers (2019)
- **Quo** — string and wind ensemble. Commissioned by Jakarta Sinfonietta (2018)
- [a Sketch of Two](#) — bassoon and laptop. Commissioned by Christoph Karl Wichert (2018)
- **inMemory** — string quartet. Commissioned by Komunitas Salihara and written for Quatuor Bozzini (2018)
- [inMemory \[sound-ritual\]](#) — augmented singing bowl(s) and multichannel system. Performed at Ars Electronica Festival (2018)
- [Cubicle Music](#) — a performer working with a laptop (2017)

- [Kultur Destruktif](#) — ensemble and laptop. Written for NAMES Ensemble to be performed at Crossroads'17 | International Contemporary Music Festival (2017)
- [Kultur Antarmuka](#) — string quartet. Written for the 10th Shanghai New Music Week (2017)
- [Music, Female, Hipster.](#) — 8-ch speakers. Developed during the CMS Residency at Anton Bruckner Privatuniversität (2017)
- **[bukan] di Jakarta** — solo piano. Commissioned by JCoM for the finalists of JCoM-Boston National Piano Competition (2017)
- [Mata dan Senar](#) — 2-string instrument, violin, viola, cello, piano, and multichannel speakers. Commissioned by Ensemble Modern for Ruang Suara project (2015)
- **Delicate** — violin and piano (2013)
- **Kmoismopnig** — piano and trombone. Written for Duo Amrein in Manila Composers Lab (2011)

Performances:

- Conference on AI Music Creativity — Vrije Universiteit Brussel, Brussels, Belgium (2025)
- International Computer Music Conference — Boston, Massachusetts, United States (2025)
- International Computer Music Conference — CREAMA, Hanyang University, Seoul, South Korea (2024)
- International Computer Music Conference — The Chinese University of Hong Kong, Shenzhen, China (2023)
- Pekan Komponis Indonesia — Taman Ismail Marzuki, Jakarta, Indonesia (2023)
- Princess Galyani Vadhana International Symposium — PGMVIM, Bangkok, Thailand (2022)
- International Computer Music Conference / New York City Electroacoustic Music Festival — New York University, New York, USA (2019)
- Linux Audio Conference — CCRMA Stanford, California, USA (2019)
- Sounding Now Festival — Yong Siew Toh Conservatory, Singapore (2019)
- Ars Electronica Festival — Linz, Austria (2018)
- SIP Festival — Salihara, Jakarta, Indonesia (2018)
- International Computer Music Conference — Daegu, South Korea (2018)
- Sound & Vision XII — Anton Bruckner Privatuniversität's Sonic Lab, Linz, Austria (2018)
- WeSA AudioVisual Festival — Seoul, South Korea (2017)
- Crossroads'17 | International Contemporary Music Festival — Salzburg, Austria (2017)
- 10th Shanghai New Music Week — Shanghai, China (2017)
- Holland Festival — Muziekgebouw aan 't IJ, Amsterdam, Netherlands (2017)
- Asian Composers League — Manila, Philippines (2015)
- Ruang Suara — Frankfurt, Germany (2015)

Other Works:

- [Inheritance.](#) A generative model for raw audio with decaying memory as a dynamic context representation (2019)
- [Mini Augmented Score.](#) Augmented Reality application for playing a rule-based music score (2018)
- [Simple Timbre Classifier.](#) *Node for Max* (2018)
- [The Clef Journey.](#) Short game-audio composition (2018)

Teaching Experiences:

- **Full-time Lecturer.** Sound Design and Composition. Universitas Pelita Harapan (2021-present)
- **Guest Lecturer.** Audio Technology. Universitas Pelita Harapan (2020)
- **Guest Lecturer.** Introduction to Interactive Audio. Universitas Pelita Harapan (2020)
- **Guest Lecturer.** Audio Synthesis. Universitas Pelita Harapan (2020)
- **Guest Lecturer.** Introduction to Interactive Art. BINUS University (2019)
- **Workshop Instructor.** Introduction to Sensors and Arduino. BINUS University (2019)

Languages:

- English — Fluent
- Indonesian — Native
- German — Beginner