KEVIN PRADO

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MUSIC TECHNOLOGY & INNOVATION | SOUND ARTIST | INTERDISCIPLINARY R&D

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PROFILE

Sound artist and interdisciplinary innovation project lead working at the intersection of music technology, creative software, bio-acoustics and performance. Since 2019, developing research-driven projects across AI-assisted creative-archive workflows, bio-sonification, haptic interaction and immersive sound. Combines concept development and technical prototyping with hands-on audio production, live systems, project coordination and international-facing research communication.

CORE STRENGTHS

PRODUCT & INNOVATION Research-led concepts, MVP/UX thinking, project strategy, interdisciplinary coordination.	**MUSIC & AUDIO** Sound design, recording, editing, mixing, spatial audio, 5.1 and live production.	**CREATIVE TECHNOLOGY** Creative coding, AI-related workflows, interactive systems, bio-sonification and haptics.

SELECTED PROJECTS & EXPERIENCE

- **ST.R.E.M. (STATISTICAL RECALL MUSIC)** | *Research & Product Development | 2026*

- A local-first system for identifying statistical relationships and reconstructing possible creative-provenance links within AI-generated music archives. Uses generation metadata and computational analysis, with human validation so creators can confirm or reject suggested connections.
- Developing an explainable, creator-in-the-loop workflow for relationship discovery and creative archive navigation; the system suggests links rather than asserting provenance.
- Designing the project for international exchange across music, AI, information processing and software development.

- **ESCENCIONALISMO** | *Interdisciplinary R&D | 2023–2025*

- Conceived and led a project integrating bio-data, sound systems, haptic technologies and performance; developed funding, mobility, sponsorship, budgeting and contingency strategies.
- Presented an interactive plant-based audio installation at Ruta de la Innovación (2025); handled field recording, editing and preparation of audio materials for presentation and archive.

- **MUSEO OCEÁNICO — SONUS CHURUS** | *Guayaquil, Ecuador | 2026*

- Managed sound amplification and playback, including a 5.1 loudspeaker array; designed a sound experience using seashells as acoustic interfaces.
- Contributed to artistic, technical and logistical coordination of an interdisciplinary marine-conservation project presented over 11 days to approximately 7,000 visitors, including schools, families, foundations and audiences with disabilities.

ADDITIONAL PRODUCTION & ARTISTIC EXPERIENCE

- **QUEDA EL TOQUE — 13 MINUTOS DE FUGA** | *Guayaquil, Ecuador | 2026*

- Composed an approximately 25-minute original score and prepared audio sessions for a multidisciplinary stage production.
- Led live-sound setup and strike for four performances; operated a portable outdoor system with mixer, audio interface, computer and loudspeakers.

- **LA NAVE PROGRAM — TEATRO CALDERÓN & TEATRO SÁNCHEZ AGUILAR** | *Spain & Ecuador | 2019-2020*

- Selected for the 2019–2020 artistic exchange season under the direction of Nina Reglero and Carlos Nuevo Ferrero.
- Created work in scenic writing, performance and music composition; contributed to institutional theatre productions within a multidisciplinary ensemble.

SELECTED INTERNATIONAL SELECTIONS & RECOGNITION

ISMIR 2026 ST.R.E.M. contribution accepted for the Late-Breaking/Demo session; participation as Presenter.	**AUDIO DEVELOPER CONFERENCE (ADC) 2026** ST.R.E.M. selected for the Online Poster exhibition | Bristol, United Kingdom.

IRCAM Forum Workshops 2026 — Selected Contributor, Centre Pompidou, Paris.
Arte Laguna World 2026 — Selected Project; artist profile featured on Arte Laguna World.
Al-Tiba9 — Featured artist interview and research-art documentation.
Professional endorsement — Ana Gabriela Yánez, BAFTA Award-winning sound designer.

TECHNICAL TOOLKIT

AUDIO & CREATIVE SOFTWARE	Ableton Live 12 · Pro Tools · Max/MSP · Pure Data · FluCoMa · iZotope RX
CREATIVE CODING & DATA	Python · Node · MIDI · data acquisition · signal mapping · computational analysis
HARDWARE & INTERACTION	Arduino · Raspberry Pi · GSR biosensors · LRA haptics · sensors · interactive systems
AUDIOVISUAL & PRODUCTION	Resolume Arena · DaVinci Resolve · field recording · editing/mixing · spatial audio/5.1 · live sound

LEADERSHIP & PROJECT DELIVERY

Strategy & execution — Project structuring, funding and sponsorship planning, mobility, budgeting, risk and contingency planning, logistics and institutional coordination.
Interdisciplinary collaboration — Coordination across sound, software, hardware, performance and research; stakeholder communication, partnership development and on-site problem solving.
Community engagement — Nine years of community service, with sustained experience in organization, team coordination and work with diverse audiences.

NETWORKS & AFFILIATIONS

IRCAM Forum (Centre Pompidou, Paris) · Arte Laguna World · Al-Tiba9 International Research-Art Platform · SHOOTFIRST Spain Filmmaking Community

EDUCATION & LANGUAGES

UNIVERSITY OF THE ARTS (UARTES) | *Guayaquil, Ecuador | 2021–Present*
B.A. studies in Music and Sound Production (ongoing).
Spanish: Native · English: Fluent