SOFTWARE ENGINEER · MUSIC TECHNOLOGIST · LIVE CODER

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Experience

Georgia Institute of Technology

Atlanta, Georgia

GRADUATE RESEARCH ASSISTANT (SOFTWARE ENGINEER)

Aug 2017 - May 2019

- Develop new features for the EarSketch project, an in-browser IDE/Digital-Audio-Workstation that uses music to teach programming to high school students (https://earsketch.gatech.edu/).
- Work with AngularJS, WebAudio, and Skulpt to create a programming environment where JavaScript and Python can be used to create songs in the browser.
- · Lead major refactoring efforts to ready the project for an open source release.

Yext New York, New York

SOFTWARE ENGINEER Oct 2015 - Dec 2016

- Contributed to the release of several major Yext products, including Reviews, the Yext Developer Platform, and the now sunset Xone
 offering.
- Built data visualizations in JavaScript using the D3 and Highcharts libraries.
- · Scoped and executed major refactors of our reporting framework to prevent accumulation of technical debt.
- · Built and optimized ETL pipelines for aggregating logs from bluetooth beacons and calculating business metrics

Applied Predictive Technologies

Washington DC

Aug 2014 - Sept 2015

- Built business intelligence software capitalizing on rich data sets.
- Worked in a continuous integration setting to quickly and flexibly deliver client facing features while managing technical debt.
- Worked closely with product managers to help scope features and determine development schedules, as well as participated in design discussions for new features.
- Developed full-stack functionality across the .NET platform.

Publications

SOFTWARE ENGINEER

(ALL PDFs available on my website)

- Sarwate, A., Brunc, C., Freeman, J., and Siva, S. "Grading at Scale in EarSketch" Fifth Annual ACM Conference on Learning At Scale. London, United Kingdom, June 26-28, 2018 (To Appear)
- Sarwate, A., Rose, R., Freeman, F., and Armitage, J. "Performance Systems for Live Coders and Non-Coders" Proceedings of the International Conference on New Interfaces for Musical Expression. Blacksburg, Virginia, USA, June 3-6, 2018 (To Appear)
- Sarwate, A. "Calcification and Hybrid Live Coding" Audio Mostly. Norrköping, Sweden, October 4-6, 2016.
- Sarwate, A., and J. Snyder. "SkipStep: A Multi-Paradigm Touch-screen Instrument" Proceedings of the ICMC|SMC|2014. Athens, Greece, September 14–20, 2014.
- Snyder, J., and A. Sarwate. "The Mobile Device Marching Band" Proceedings of the International Conference on New Interfaces for Musical Expression. London, United Kingdom, June 30–July 4, 2014.
- Sarwate, A., and R. Fiebrink. "Expansion on Description-Based Design of Melodies" Proceedings of the Ninth Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE 13). Boston, Massachusetts, October 14–15, 2013.
- Sarwate, A., and R. Fiebrink. "Variator: A creativity support tool for music composition." Proceedings of New Interfaces for Musical Expression (NIME), Daejeon, South Korea, May 27–30, 2013.

Education.

Georgia Institute of Technology

Atlanta, GA

MASTERS OF MUSIC TECHNOLOGY

Aug 2017 - May 2019

Princeton University

Princeton, NJ

COMPUTER SCIENCE - BACHELOR OF SCIENCE IN ENGINEERING (CUM LAUDE)

Sept 2010 - June 2014

Skills

Programming Languages Python, JavaScript, Java, C#, C, HTML, CSS

Systems and Software SQL, Git, Linux

Audio Software SuperCollider, ChucK, Ableton Live 9, MAX/MSP

Graphics WebGL, Jitter, TouchDesigner

Music Guitar, Bass, Hand-drumming, Singing, Electronic production, Algorithmic music

Sports Soccer, Volleyball, Ultimate Frisbee, Martial Arts

June 3, 2019 Avneesh Sarwarte · Résumé