

(541) 760-3714  
Corvallis, OR  
BradlyLanducci@gmail.com

# Bradly Landucci

## Software Developer

Github.com/BradlyLanducci

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Driven and motivated entry-level software engineer with a passion for developing innovative and effective software.

### SKILLS

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<b>Tools and Languages</b>	C, C++, MATLAB, JUCE, Git, Python, Linux, Bash, JavaScript, React, $\text{\LaTeX}$
<b>Soft Skills</b>	Communication, Problem-Solving, Creative, Teamwork, Initiative, and Organization

### PROJECTS

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<b>DSP Algorithms</b>	<b>Winter 2022 - Present</b>
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- Developed DSP algorithms for digital filtering, delays and distortion effects for both JUCE and Korg hardware synthesizers.

<b>SoundBendor Lab - Synthetic Instrument Generation</b>	<b>January 2022 - Present</b>
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- Using a genetic algorithm to drive decision based learning to synthetically generate instruments.
- Collaborated with a team of developers on a software development project, using Git for version control, branch management, and code review to improve workflow management and coordination between team members, resulting in increased productivity and successful project completion.
- Extensively documented technical design and functionality for instruction of future developers.

<b>Surge Synthesizer - Open Source</b>	<b>Fall 2022</b>
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- Aided in GitHub issues to help create more robust software.
- Collaborated with members of an open-source project community to develop code standards that promoted increased efficiency, maintainability, and readability, while reducing errors. Contributed to discussions, proposed ideas, and created documentation to help establish and promote the new code standards.

<b>Developed an Audio Delay Plugin</b>	<b>Summer 2022</b>
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- Designed and implemented my own delay line algorithm with both optimal time and space complexity.
- Implemented original and creative DSP algorithms based on angular momentum and circular motion.
- Used the JUCE framework to create an effective GUI designed for usability, compatibility and efficiency.
- Developed and hosted a website in order to distribute VST3's and documentation to consumers.

<b>Developing and implementing my own Linux Shell</b>	<b>Fall 2021</b>
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- Designed and implemented a command line interface for a Linux shell that parses user input and executes both built-in functions and standard Linux commands.

### EMPLOYMENT

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<b>Video Production</b>	<b>November 2021 — Present</b>
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<i>Oregon State Productions</i>	<i>Corvallis, OR</i>
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- Conceptualized, scripted, and story boarded creative video content, capturing stunning footage through expert direction and high-end equipment, and delivering visually engaging videos that help clients increase engagement and conversions.
- Managing production workflow, collaborating with clients to refine footage and deliver high quality video products on important deadlines.
- Assisting and advising new hires in learning company workflows and software.

<b>Network Technician</b>	<b>September 2019 — March 2022</b>
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<i>AG Security and Control</i>	<i>Albany, OR</i>
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- Collaborated closely with customers to diagnose and troubleshoot complex issues with surveillance cameras, access control systems, and alarms, utilizing advanced technical skills to resolve problems efficiently and effectively while providing exceptional customer service.
- Installing and configuring networking hardware components, including routers, switches, and access points, to establish local area networks and ensure optimal network performance and security.

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- Set up ISP routers, configured port forwarding for specific applications, and established VPN services and cloud camera systems to provide reliable and secure network access for clients.

### EDUCATION

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<b>Bachelors of Science in Computer Science</b> , <i>Oregon state University</i>	Sep 2021 — Jun 2023
<b>Bachelors of Science in Computer Science</b> , <i>Linn-Benton Community College</i>	Sep 2019 — Jun 2021
<b>Audio Engineering</b> , <i>Conservatory of Recording Arts &amp; Sciences</i>	Oct 2017 — Oct 2018

## REFERENCES

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Daniel Cespedes - Lead - Oregon State Productions - (541) 760-0201

Patrick Donnelly - Head of Soundbendor Lab - (541) 706-2071