Brecht De Man

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EDUCATION

QUEEN MARY UNIVERSITY OF LONDON
PhD in Computer Science
Towards a Better Understanding of Mix Engineering
Sep 2012 – Jan 2017

MCGILL UNIVERSITY
Research internship
Jul - Oct 2013 | Montréal, Canada

UNIVERSITY OF GHENT
Sep 2007 – Jun 2012 | Ghent, Belgium
MSc in Electronic Engineering
Electronic Circuits and Systems
Magna cum laude
MSc thesis: *Active Compensation of Room-Independent Sound Reproduction*
BSc in Electronic Engineering
Cum laude

SWISS FEDERAL INSTITUTE OF TECHNOLOGY
Erasmus Exchange, MSc level
Sep 2010 – Aug 2011 | Zürich, Switzerland

SKILLS

PROGRAMMING
C++ • C • Python • Java • MATLAB • HTML • JavaScript • Shell • LaTeX

LANGUAGES
English   proficiency
Dutch   native
French   advanced
German   intermediate (UZürich: C1)

OTHER ACTIVITIES

AUDIO ENGINEERING SOCIETY
- Vice Chair of the Education Committee
- Former Chair of the Student Delegate Assembly, Chair of the London Student Section, and Committee Member of the British Section
- Reviewer of the Journal of the AES
- Helped organise several global conventions, conferences, and student events

EXPERIENCE

QUEEN MARY | Postdoctoral Research Assistant
Jan 2017 – Feb 2018 | London, UK
- Revealing the relationship between audio processing parameters/signal features and psychoacoustic assessment, funded by Yamaha Corporation.

QUEEN MARY | Postgraduate Teaching Assistant
Sep 2012 – Jun 2015 | London, UK
- Teaching assistant for Digital Audio Effects (C++), Procedural Programming (Java), Digital Signal Processing (MATLAB), Real-Time DSP, Software Tools for Engineers (Shell, MATLAB), and Sound Recording and Production Techniques

MIXGENIUS (now LANDR) | Associate Researcher
Jul 2013 – Oct 2013 | Montréal, Canada
- Investigated perception of music production practices
- Developed and refactored intelligent audio production tools in C++

UNIVERSITY OF GHENT | Software Developer
Jul 2010 – Aug 2010 | Ghent, Belgium
- Implemented indoor localisation system for mobile robots using IR and dead reckoning (modelling in Python, microprocessor programming in C)

FREELANCE | Music Teacher and Sound Engineer
2005 – present
- Taught piano, drums, music theory, history of jazz/pop, electronic music, and gave rhythm, improvisation, styles and band coaching workshops, on a weekly basis and at 6 summer camps, with **Jeugd en Muziek Brussel** and privately
- Live sound engineer for various festivals in Belgium, government-certified
- Recording engineer for various solo artists, ensembles and bands in London

PROJECTS

THE OPEN MULTITRACK TESTBED | project lead
Sep 2013 – present
Led the development of this online repository for multitrack audio and mixes thereof, including a semantic database of metadata associated with the audio to allow searching and filtering. Currently curating content, testing and maintenance (JavaScript, Python, SPARQL, HTML/CSS).
Publication at the 137th Convention of the Audio Engineering Society.

SAFE AUDIO PLUGINS | developer and researcher
Dec 2013 – May 2014
Research project in collaboration with BCU on capture of musical semantics data from the producer's DAW. Developed a suite of semantic audio effects in C++ for retrieval and storage of settings based on descriptive terms and audio features. Publication at the 15th International Society for Music Information Retrieval conference.

HONOURS AND AWARDS

2016	Best Poster Presentation	Audio Developer Conference
2014	Best Code	Hacking Audio and Music Research in Taiwan
2014	HARMAN Scholar	AES Educational Foundation scholarship
2014	Honourable Mention	ABTA Doctoral Researcher Awards
2013	HARMAN Scholar	AES Educational Foundation scholarship
2010	1st prize	ETH/Hilti business simulation game
2010	2nd prize	ETH Digital Business Model competition