

Brecht De Man

www.brechtdeMan.com | linkedin.com/in/brechtdeMan | @BrechtDeMan | mail@brechtdeMan.com

Click the different items for more info

EDUCATION

QUEEN MARY UNIVERSITY OF LONDON

PHD IN COMPUTER SCIENCE

Towards a Better Understanding of Mix Engineering
started Sep 2012

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
- Committee Member of the British Section
- Reviewer of the Journal of the AES
- Helped organise several global conventions, conferences, and student events

EXPERIENCE

YAMAHA CORPORATION | ASSOCIATE RESEARCHER

Dec 2014 - present | London, UK

- Revealing the relationship between audio processing parameters/signal features and psychoacoustic assessment, at Yamaha Corporation's Professional Audio Division.

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