

Bruce Dawson

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SKILLS & EXPERIENCE

Eventide Audio, Inc.

November 2022 - Present

Senior Software Engineer

Little Ferry, NJ (Remote from Los Angeles, CA)

- Lead multiple audio software projects, driving innovation in real-time audio processing.
- Implemented Agile practices to improve development workflow and team efficiency.
- Enhanced overall team coding skill level through thorough code reviews and mentorship.
- Applied deep expertise in concurrency to solve complex real-time audio processing challenges.
- Designed and deployed a full continuous integration pipeline for macOS, iOS, and Windows, supporting 40 audio software applications across all formats, including automated testing and nightly build systems to ensure software stability and reliability.

Output, Inc.

September 2015 - August 2022

Audio Software Engineer

Los Angeles, CA

- Founding software engineer, growing the team from a single developer to multiple engineers and projects.
- Led development of core audio applications, including award-winning software such as Arcade and Movement.
- Designed and implemented synthesis engine architecture, signal processing architecture, and internal frameworks.
- Developed unit testing and end-to-end testing tools to improve build stability.
- Created and led "Output Teaches Audio Plugins with C++ and JUCE," an initiative to educate developers on best practices in audio plugin development.

PUBLICATIONS

Art + Music + Technology, "Podcast 288: Bruce Dawson."

2019 August 11. <https://artmusictech.libsyn.com/podcast-288-bruce-dawson-0>

The Audio Programmer, "Episode 02 with Bruce Dawson."

2019 April 2. <https://www.youtube.com/watch?v=xN9WlGmTq0>

EDUCATION

California Institute of the Arts

September 2013 - May 2015

MFA in Music Technology,

Thesis: "The Algorithmic Beauty of Music: Approaches to Computer-Aided Algorithmic Composition"

DeVry University

September 2008 - May 2012

B.S. in Computer Information Systems Security