

Bruce Dawson

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SKILLS & EXPERIENCE

Output, Inc.

Senior Audio Software Engineer

September 2015 - Present

Los Angeles, CA

Selected Projects

Arcade

Lead Developer (Audio Engines Team)

- Designed and implemented architecture to support multiple internal synthesis engines within Arcade.
- Implemented monorepo architecture to provide an internal framework for building audio applications.
- Led team while providing code review support for all C++ code intended to be merged to the Arcade codebase.
- Worked on unit testing and end-to-end testing tooling implementation to improve confidence in build stability.

Movement

Lead Developer

- Responsible for architecting and implementing the vast majority of the application.
- Corresponded with external contractors to supplement functionality implementation.
- Worked closely with the design team to translate their artistic vision into a functional application.

Output Teaches Audio Plugins with C++ and JUCE

Instructor

- Taught students object-oriented design for audio applications.
- Designed all learning materials and provided technical feedback for student submissions.

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=xN9WlGLmTq0>

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