

Jacques 'Jack' Zwieli

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Education

Masters in Software Engineering	University of California, Irvine	Expected December 2023
C++, C#, Python, and Computer Architecture Courses	MiraCosta Community College	December 2021
BA in Drama, Honors in Sound Design	University of California, Irvine	June 2017

Technical Skills

Advanced Cuestation Programming	Python, C, C++, C#, and Java
Dante Level 3 Certified & Experienced with AVB	Proficient at Terminal & VI
Comfortable with unreleased software & bug reporting	Concur, Salesforce, Excel, Jira
Proficient with Ableton Live & Avid Pro Tools	Capable of utilizing both Windows & OSX
Knowledgeable of Java implementations of	Familiar with audio analyzers & audio acoustics
Multithreading, TCP and UDP Sockets	

Professional Experience - Digital Audio Engineering

Senior Digital Audio Systems Specialist, Meyer Sound Laboratories

July 2019 -
Current

- Collaborates with development working constantly as an inbetween for developers and internal staff
- Reports bugs via Jira to developers
- Designs a proprietary website control system that allowed the manipulation of audio levels with a large scale DSP system.
- Project manages large high profile client's projects and integrates digital systems with loudspeakers
- Designs and deploys reliable large scale audio networks
- Utilizes SIM, SMAART, and knowledge of audio acoustics to scientifically calibrate and tune loudspeaker systems.
- Often travels internationally to go on-site to large venues to commission and verify system integrity ensuring optimal system performance
- Knowledgeable of various audio over ethernet network protocols such as AVB or Dante and switch configuration
- Creates in-depth technical knowledge base articles for both internal and external users
- Works in high stress environments under massive time constraints to ensure delivery of products
- Implements features in proprietary software using Python for specific projects
- Works on the development of prototype DSP systems

Technical Support Specialist - Digital Systems, Meyer Sound Laboratories

June 2017 -
July 2019

- Programmed show control systems for high profile clients using Cuestation or QLab platforms
- Interfaced with customers to resolve any problems with loudspeaker systems while specializing in resolving problems with DSP system(D-Mitri and Galileo)
- Acted as a representative of Meyer Sound at trade show events and onsite when performing system calibrations
- Configured, QA'd, and documented DSP systems for delivery to end clients



Theatrical Audio Crew and Sound Design, Various Venues

**June 2012 -
Sept 2017**

- Experience as a Sound Designer academically, and as a live audio audio engineer at a regional level
- Familiar with early stages of creative processes and a champion of communication between multiple departments
- Experimented with new programs and audio methods to create compelling and emotional sonic experiences

Professional Experience - Information Technology

Information Technology Intern, Becton Dickinson Biosciences

**May 2015 -
Sept 2015**

- Configured, distributed and took inventory of computers, laptops, and peripherals
- Imaged Windows operating system
- Retired legacy systems