Anthony Layese

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WORK EXPERIENCE

Stealth Labs Inc. (Start Up Company)   **August 2023 - May 2025**
Audio Programming/Content Production
Los Angeles, CA (Remote)

- Built and prototyped ANC technology for company hardware, increasing external audio suppression by 82%
- Further developed hardware to promote comfort, resulting in a 75% rise in satisfaction from both internal and external testing
- Liaison between third-party contractors and internal teams - built relationships that resulted in multi-year collaborations over three projects
- Optimized transcription processing saving upwards of 20+ hours on monthly meeting transcripts and eliminated recurring delays
- Expanded media platforms for the company by 300% via audience engagement and following popular trends, expanding viewership to over 20+ countries
- Produced and engineered over 100+ audiobooks, scripted shows, and music for the in-app catalogue - building on the professional level of content already present

MIT Media Lab   **August 2021 – May 2023**
Undergraduate Research Associate/Sound Designer
Cambridge, MA

- Built Dynamic Sound Systems for VR technologies, increasing audio fidelity for certain programs by up to 60%
- Developed audio patches to better transfer real time data between usable hardware, shortening times by up to .400ms
- Generated onboarding tools that familiarized newer members to technologies - 30% increase in onboarding retention
- Prepared and maintained technical reports, meeting notes, and departmental summaries for supervisors.

PROJECTS

Harvard Graduate School of Design   **February 2024 – February 2025**
Sound Designer
Cambridge, MA

- Recorded and integrated furniture-based audio for Unreal Engine (UE) to Wwise pipelines, improving tonal accuracy and real-time playback in interactive installations
- Optimized Wwise AudioBanks, shortening load times within UE to ~2 mins

MIT Media Lab   **August 2022 – May 2023**
Undergraduate Research Associate/Sound Designer
Cambridge, MA

- Built Dynamic Audio Systems via Machine Learning for VR/AR projects TeleAbsence and Stagefright
- Developed and maintained MaxMSP patches to transfer real time data between ESP microcontrollers and Oculus Quest, improving audio fidelity

AWARDS

- **Ozy Genius Award 2022**
- **1st place at the FutureMakers AI & Deep Tech Semi-Final**
- **The 2025 Digital Health Hub Foundation Digital Health Awards in the Rising Start track - Wellness & Prevention**

EDUCATION

Berklee College of Music   **August 2019 - May 2023**
BS, Electronic Production & Design (Summa Cum Laude)   *Boston, MA*

Harvard University   **August 2019 - May 2023**
BS, Computer Science (Summa Cum Laude)   *Cambridge, MA*

SKILLS

- **General-Purpose Programming:** C, C++, C#, Java, Python
- **Scientific Programming:** R, MATLAB
- **Office Software:** Google Sheets, Excel, Notion
- **Audio Specific:** Izotope RX, Wwise, FMod, Reaper, Ableton 11, Logic Pro, Pro Tools