

# Miguel Angel Moreno Gracia

*Audio Engineer, Sound Designer & Audio Programmer*

I'm a sound enthusiast with a focus to uncover the secrets of old and new music technology.

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## Education

### Bachelor of Science in Music Production Engineering (IMI) || TEC de Monterrey

2011 - 2016

IMI is the first Audio Engineering major in Latin America. My end of degree project, with a focus in music technology, got the best grade in that generation.

## Work Experience

### "Neon SciFi: Neuro" || INDI & L14

February 2019 - April 2019

Interactive art installations. An event showcasing electroencephalography (EEG) in creative and interactive applications.

### Lead Audio Programmer || Moon Echo Audio

June 2017 - Present

Synthesized Drum Machine. Lead audio programmer and sound designer for a fully synthesized Drum Machine prototype compiled with the Heavy Audio framework for a single-board computer.

### "Kessler I" || Ernesto Walker

June 2018 - July 2018

Sound Installation. An art piece that uses a voice activity detection algorithm for recording nearby conversations in the room and then plays them back continuously through radio waves.

### Beta Testing & Development || Arturia

February 2016 - July 2016

Intern. Beta Tester for the V Collection and programmer for a sample based Drum Machine prototype compatible with the Arturia Beatstep Pro.

## Languages

### Spanish || Native

Mexican Spanish

### English || Native

American English

### German || A1

Intensive course at Deutschkolleg Stuttgart (2016)

## Software

### Pure Data (Visual Programming Language)

Since early 2013

My software of choice for audio programming, signal processing, prototyping digital music instruments, composing computer music, etc. My patchstorage page:

<https://patchstorage.com/author/mianmogra/>

### iZotope RX (Audio Repair)

Since late 2015

Used for audio repairing in post-production and audio analysis.

### Pro Tools 10 HD & 12 (DAW)

Since late 2015

My DAW of preference for post-production and music production.