

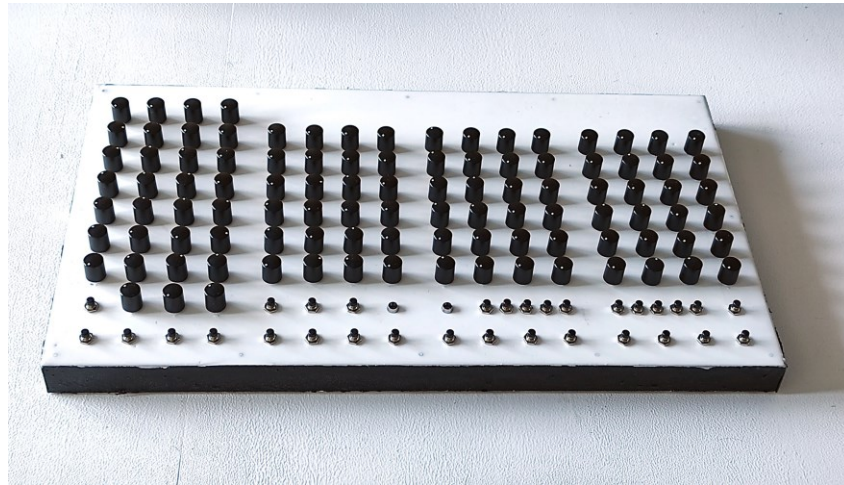


**Denis Perevalov**, 41 y.o., currently living at Yekaterinburg, Russia  
[perevalovds@gmail.com](mailto:perevalovds@gmail.com), 7 9090164491, telegram: @perevalovds

Expert C++ programmer (low-level audio, CG, GPU/CUDA/compute shaders, ML).  
Author of book “Mastering openFrameworks” on low-level video/audio generation.

I have an idea than current drum machines and synths design is too old and not so engaging as it can.  
So I developing concepts of new musical instruments:

- 1) **drum machine** for breakbeat playing, with interface shifted from from paradigm “press pad -> play sample”.
  - 2) **synth for playing pop-music riffs**, which interface designed to be between “live playing” and “autoaccompaniment/sequencer” approaches.
- I’m searching the company which is engaged as I am to shift music instruments industry forward.



Prototype:  
Innovative drum machine for breakbeat live playing.



Concept:  
Innovative synth for pop-music riffs live playing.