Aaron Clarke Grisez

Physicist, Percussionist, Composer Santa Ana, CA | acgrisez@gmail.com | 559 - 360 - 0188

PORTFOLIO GUIDE - CODING

Hosted at https://github.com/aarongrisez

GitHub Repositories

• Qsys Fall 2018

Library code for simulating a quantum musical system. Collaboration, In Progress.

Technologies: C++, Godot

• CppExercisess Fall 2018

Miscellaneous projects intended for practicing data structures and algorithms applications

Technologies: C++

• WAVDifferenceAnalysis

CLI application for analyzing the differences between given .wav files. In Progress.

Technologies: C++

• ReverseDistinguishability

Fall 2018

Fall 2018

Numerical exploration of quantum distinguishability measures in a resource theoretic context. In Progress.

Technologies: Python (NumPy, SciPy, CVXPY), MatLab, Jupyter Notebook

• Qhord Fall 2017

Python Prototype of the Qhord mobile application, a game for playing quantum music.

Technologies: Python (NumPy, SciPy, Kivy), Xcode, Android Studio

ScientificComputationFinal

Fall 2016

Final exam from a Scientific Computation Course taken in Fall 2016

Technologies: Python (NumPy, SciPy), Jupyter Notebook

PORTFOLIO GUIDE – AUDIO

Hosted at https://github.com/aarongrisez/AudioPortfolio

Logic Pro Projects

We Could Have Had One Dance

Spring 2017

Spring 2017

Popular Song Mashup: Rolling in the Deep (Adelle) and One Dance (Drake)

Excerpt: 60 seconds

• IEOC 860 Fall 2016

Full-length electronic composition; with narration if performed live

Entire Piece: 7 minutes 30 seconds

• Soundtrack 1 Fall 2014

Short electronic composition, generic action scene background

Excerpt: 90 seconds

Selected Notated Scores

• peclamit Spring 2017

Full-length solo piano composition for live performance

Entire Piece: 5 minutes

• string quartet no. 1

Full-length string quartet composition for live performance

Entire Piece: 12 minutes

Miscellaneous

• Kontakt Projects Fall 2014

Small sampling projects built in Kontakt 5 Mappings Included: 4 small-range mappings