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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** Fall 2018
CLI application for analyzing the differences between given .wav files. In Progress.
Technologies: C++
- **ReverseDistinguishability** Fall 2018
Numerical exploration of quantum distinguishability measures in a resource theoretic context. In Progress.
Technologies: Python (NumPy, SciPy, CVXPY), MatLab, Jupyter Notebook
- **Bellga.me-Public** Fall 2018
An online implementation of the game behind "Bell's Theorem" in quantum mechanics.
Technologies: Python (Flask), AWS (EB, RDS, Route 53)
- **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
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** Spring 2017
Full-length string quartet composition for live performance
Entire Piece: 12 minutes