

Aaron Willette

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Education	University of Michigan <ul style="list-style-type: none">● BS in Sound Engineering<ul style="list-style-type: none">○ Minor in Computer Science○ Minor in Electrical Engineering● Relevant coursework including Differential Equations, Programming and Data Structures, Introduction to Electronic Circuits, Immersive Media Design● Current GPA: 3.66	Class of 2020
Selected Work Experience	Platform Engineering Team Lead at University of Michigan Crowds and Machines (CROMA) Lab <ul style="list-style-type: none">● Developed a distributed, synchronized musical performance system using WebAudio and PubNub● Constructs and maintains features for Apparition, a crowd-powered UI prototyping tool [https://goo.gl/s7GWV1]<ul style="list-style-type: none">○ Coordinates teammates to build features and fix bugs in a timely manner○ Responsible for upholding code, documentation, and github best practices Media Assistant II at Kellogg Eye Center <ul style="list-style-type: none">● Recorded faculty lectures for flipped classroom residency program<ul style="list-style-type: none">○ Increased quality of lecture recordings by incorporating post-processing such as equalization, compression, etc.● Analyzed resident engagement data<ul style="list-style-type: none">○ Automated spreadsheet analysis with custom C++ tool	May 2018 - present July 2017 - October 2018
Skills	<ul style="list-style-type: none">● C/C++, Java, Python, Matlab, HTML/CSS/Javascript/jQuery● Game development with Unity (including virtual reality)● Audio recording, analysis, and processing● Team management/leadership● Two years of German study, six months of Italian immersion	
Projects	<ul style="list-style-type: none">● CrowdInC [https://goo.gl/jdEQFA]: Web-based audience participatory musical performance platform. Features added include real-time bidirectional communication between clients, data logging for statistical analysis, and a comprehensive UI refresh.● Spreadsheet analysis tool [https://goo.gl/R2eMrZ]: Written in C++, used to assist in analysis of resident engagement data at Kellogg Eye Center. Self-directed.● Creative AI music generator [https://goo.gl/zFMW1t]: Uses trained models to procedurally generate melodies in the style of MIDI training data. Generates accompanying bassline and harmony for each using Max/MSP and UDP communication. Samples trained on video game soundtracks can be heard here [https://goo.gl/4j8cEb].	

See back for references

References

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