Aaron Willette

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Github - https://github.com/aawill

Education

University of Michigan — **Class of 2020**

- BS in Sound Engineering
  - 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

Community High School — **Class of 2016**

- Completed Audio Recording Technology I and Sound Reinforcement for Stage at Washtenaw Community College
- Graduated with GPA of 3.83

Selected Work Experience

Platform Engineering Team Lead at University of Michigan Crowds and Machines (CROMA) Lab — **May 2018 - present**

- Developed a distributed, synchronized musical performance system using WebAudio and PubNub
- Construct and maintain features for crowd-powered UI design platform

Media Assistant II at Kellogg Eye Center — **July 2017 - present**

- Records faculty lectures for flipped classroom residency program
  - Increased quality of lecture recordings by incorporating post-processing such as equalization, compression, etc.
- Analyzes resident engagement data
  - Automated spreadsheet analysis with custom C++ tool

Skills

- C/C++, Java, Python, Matlab, HTML/CSS/Javascript/jQuery
- Audio recording, analysis, and processing
- Team management/leadership
- Two years of German study, six months of Italian immersion

Projects

- **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

Prof. Walter S. Lasecki
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