AMARI STEWART

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EDUCATION

University of Miami, Frost School of Music & College of Engineering

B.S. in Music Engineering Technology, Minor in Computer Engineering   Coral Gables, FL | Expected May 2025

Relevant Coursework: Digital Audio Theory / Audio Software Development I & II / Transducer Theory / Software Engineering & Architecture / Software Design & Verification / Data Structures / Algorithms / Processors: Hardware, Software, and Interfacing / Electrical Circuit Theory & Laboratory / Physical Computing / Game Programming

Extracurriculars: Audio Engineering Society (President)
- Organized and generated funds for annual trip to Audio Engineering Society Conference in New York City.
- Co-created the Women in Audio Outreach hands-on program for elementary through high school students to learn about various audio engineering topics in an effort to mend the gender-gap in the audio and technology industries.

PROJECTS

The Plugin Lab - Senior Capstone Project: https://github.com/amaristewart/The-Plugin-Lab

JUCE, C++   Dec 2024 – Apr 2025
- Developed an audio plugin creation application accessible for kids and inexperienced developers
- Designed a user-friendly, drag-and-drop interface and providing customizable baseline algorithms for various audio effects for users to export and implement their plugins directly into their DAW of choice.

Vocal Denoiser Plugin: https://github.com/amaristewart/Vocal-Denoiser-Plugin

MATLAB, JUCE, C++   Nov 2024
- Combined convolutional neural networks and noise gates for effective speech detection and noise reduction.

Audio Equalizer Plugin: https://github.com/amaristewart/Biquad-Plugin

MATLAB, JUCE, C++   Sep 2024
- Developed an audio equalizer algorithm in MATLAB which was ported into a JUCE VST plugin.

WORK EXPERIENCE

Recording, Sound, and Video Engineer

Frost School of Music | Coral Gables, FL   Mar 2022 – Present
- Create high-quality recording, sound, and video production in the Frost School of Music's three recital halls.
- Utilize professional equipment and software to capture and enhance audio-visual content.
- Collaborate with musicians and directors to achieve optimal results to ensure a seamless production experience.

Lighting Designer

Frost School of Music | Coral Gables, FL   Jan 2023 – Present
- Design and implement innovative lighting schemes for live performances, creating visually captivating atmospheres.
- Collaborate with performers to understand their artistic vision and translate it into effective lighting designs.
- Demonstrate an eye for detail to understand the interplay between lighting, music, and audience engagement.

TECHNICAL SKILLS

Programming Languages: C/C++ / MATLAB / JavaScript / Python / C# / Assembly

Frameworks/Technologies: JUCE / Unity / Git / Unix

Additional Skills: Digital Signal Processing / Object Oriented Programming

Interests: Audio Software Development / Spatial Audio / Entertainment Technology