

# Andrés Pérez López

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## Personal Information

Birthdate	December 14th, 1987
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## Professional Experience

04/2016 -	<b>Eurecat: Technology Centre of Catalonia</b> <i>Multimedia Research Group</i> Research & Development on Spatial Audio Technologies
04/2016 -	<b>Pompeu Fabra University</b> <i>Pompeu Fabra Polytechnic School</i> Teacher assistant
03/2019 -	<b>Barcelona University</b> <i>School of New Interactive Technologies</i> Lecturer
10/2015 - 04/2016	<b>Voicemod</b> C/C++ Real-Time Audio Processing for Android
07/2014 - 10/2015	<b>Freelance Developer</b> Research, development, artistic application and public communication of works intersecting Technology and Music
09/2013 - 07/2014	<b>Pompeu Fabra University</b> <i>Pompeu Fabra Polytechnic School</i> Teacher assistant
06/2012 - 12/2012	<b>Valencia Technical University</b> <i>Institute of Telecommunications and Multimedia Applications</i> Research assistant
03/2010 - 07/2010	<b>Berlin Technical University</b> <i>Bernstein Center for Computational Neuroscience</i> Research support at <i>Neural Information Processing Group</i>

## Academic Education

03/2017 -	<b>Pompeu Fabra University</b> <i>Music Technology Group</i> <i>Music Information Research Lab</i> Industrial PhD Candidate
09/2013 - 07/2014	<b>Pompeu Fabra University</b> <i>Music Technology Group</i> Master in <i>Sound and Music Computing</i>
01/2012 - 06/2012	<b>Universidad Politécnica de Valencia</b> Postgraduate Degree in <i>Electronic and Electroacoustic Music, Interactivity and Video Creation</i>
09/2009 - 06/2011	<b>Technische Universität Berlin</b> <i>Fachgebiet Audiokommunikation</i> Academic exchange
09/2005 - 03/2012	<b>Universidad Politécnica de Valencia</b> <i>Escuela Técnica Superior de Ingenieros de Telecomunicación</i> Telecommunications Engineering

## Awards and Acknowledgements

07/2015	<b>ICAD 2015: International Conference on Auditory Display</b> <i>Winner of the Sonification Contest</i> Magnetic Spaces: spatial sonification of the earth's magnetic field
12/2014	<b>Fabra i Coats: Art Factory</b> <i>Cultural Projects Seedbed Residency 2015</i> Free software tools for multimedia performance
11/2014	<b>L'Estruch: Live Arts Creation Factory</b> <i>Multiphonic Projects Residency 2015</i> La Neurona Tropical: brain-controlled interactive 3D music creation
12/2013	<b>Telenoika: Audiovisual Open Creative Community</b> <i>Research and Development Grants 2013</i> Listening Lights: live audio and lights synchronization

## Academic Publications

- IWAENC 2018      **Ambiscaper: A Tool for Automatic Generation and Annotation of Reverberant Ambisonics Sound Scenes**  
*16th International Workshop on Acoustic Signal Enhancement (IWAENC)*  
Universitaet fuer Musik und darstellende Kunst Graz  
Tokyo, Japan, September 2018
- AES 2018      **Ambisonics Directional Room Impulse Response as a New Convention of the Spatially Oriented Format for Acoustics**  
*144th Convention of the Audio Engineering Society*  
Milan, Italy, May 2018
- ICAD 2015      **3Dj: a SuperCollider Framework for Real-Time Sound Spatialization**  
*On Proceedings of the 21st International Conference on Auditory Display*, pp. 166-173  
Universitaet fuer Musik und darstellende Kunst Graz  
Graz, Austria, July 2015
- TENOR 2015      **Bigram Editor: a score editor for the Bigram Notation**  
*International Conference on Technologies for Music Notation and Representation*  
Paris-Sorbone University and IRCAM  
Paris, France, May 2015
- LAC 2015      **RTML: Real-Time Machine Listening**  
*Linux Audio Conference*  
Johannes Gutenberg University  
Mainz, Germany, April 2015
- LAC 2015      **3Dj: a Framework for Live Spatialization**  
*Linux Audio Conference*  
Johannes Gutenberg University  
Mainz, Germany, April 2015
- Master Thesis      **Real-Time 3D Audio Spatialization Tools for Interactive Performance**  
*Master in Sound and Music Computing*  
Pompeu Fabra University  
Barcelona, Spain, July 2014