JASON CRAMER

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RESEARCH INTERESTS

Machine listening, music information retrieval, machine learning, digital signal processing

EDUCATION

New York University - New York, NY, USA   August 2017 - Present
PhD Candidate   GPA: 3.975
Department of Electrical and Computer Engineering
Advisor: Juan Pablo Bello

University of California, Berkeley - Berkeley, CA, USA   August 2011 - May 2015
Bachelor of Science (Honors)   GPA: 3.798
Department of Electrical Engineering and Computer Sciences
EECS Honors Program - Music/Audio
Advisor: David Wessel, Edmund Campion

RESEARCH EXPERIENCE

Music Audio Research Laboratory, NYU   September 2017 - Present
As a part of the machine listening team of the SONYC project, investigating self-supervised learning of an effective deep audio embedding using the structure found in audio-visual correspondence as well as temporal relationships in acoustic sensor network data. As a part of the the BirdVox project, investigating utilization using hierarchical annotations and deep learning architectures for bird species classification in flight call recordings.

Center for New Music & Audio Technology, UC Berkeley   August 2014 - May 2015
Modeling musical sequences for the task of machine improvisation using an extension of author-topic modeling.

Video and Image Processing Lab, UC Berkeley   September 2013 - May 2014
Developed visualizations of indoor point cloud models and acquired sensor data for energy auditing applications

PEER-REVIEWED CONFERENCE AND WORKSHOP PUBLICATIONS

M. Cartwright, A. Mendez, J. **Cramer**, V. Lostanlen, G. Dove, H. Wu, J. Salamon, O. Nov, and J. P. Bello, "SONYC Urban Sound Tagging (SONYC-UST): a multilabel dataset from an urban acoustic sensor network," *Detection and Classification of Acoustic Scenes and Events 2019*, 2019.

V. Lostanlen, K. Palmer, E. Knight, C. Clark, H. Klinck, A. Farnsworth, T. Wong, J. **Cramer**, and J. Bello, "Long-distance detection of bioacoustic events with per-channel energy normalization," *Detection and Classification of Acoustic Scenes and Events 2019*, 2019.

M. Cartwright, J. **Cramer**, J. Salamon, and J. P. Bello, "TriCycle: audio representation learning from sensor network data using self-supervision," in *2019 IEEE Workshop on Applications of Signal Processing to Audio and Acoustics (WASPAA)*, 2019.

J. **Cramer**, H.-H. Wu, J. Salamon, and J. B. Bello, "Look, listen and learn more: design choices for deep audio embeddings," in *2019 IEEE International Conference on Acoustics, Speech and Signal Processing*, ICASSP '19, 2019.

C. Summers, G. Tronel, J. **Cramer**, A. Vartakavi, and P. Popp, "GNMID14: A collection of 110 million global music identification matches," in *Proceedings of the 39th International ACM SIGIR Conference*, SIGIR '16, 2016.

O. Oreifej, J. **Cramer**, and A. Zakhor, "Automatic generation of 3D thermal maps of building interiors," in *ASHRAE*, 2014.

PATENTS

M. Cremer, J. **Cramer**, P. Popp, and C. Summers, "Responding to remote media classification queries using classifier models and context parameters," July 6 2017. US Patent App. 15/185,616.

J. **Cramer**, M. Cremer, P. Popp, and C. Summers, "Model-based media classification service using sensed media noise characteristics," July 6 2017. US Patent App. 15/185,654.

PROFESSIONAL EXPERIENCE

NVIDIA - Santa Clara, CA   May 2018 - August 2018
Applied Deep Learning Research - Research Intern
Investigated audio inpainting methods using text-to-speech inspired sequence-to-sequence models.

Gracenote - Emeryville, CA   June 2015 - July 2017
Applied Research - Audio Research Engineer
Researched and developed audio classifiers to describe attributes of musical audio (e.g. genre classification, vocal detection, fingerprinting reliability); developed AWS applications for ingesting and processing audio content.

Blue Jeans Network - Mountain View, CA   May 2014 - August 2014
Media Team - Media Software Engineering Intern
Refactored and improved the WebRTC and Speex noise suppression modules.

Guidewire - Foster City, CA   June 2013 - August 2013
Development Operations - Software Engineering Intern
Developed optimization framework for managing virtual machines to balance cost and testing performance.

WhereLab - Berkeley, CA   February 2013 - May 2013
Software Engineering Consultant
Created interactive, wide-area augmented reality applications for iOS.

Siemens Healthcare Diagnostics - Glasgow, DE   June 2012 - August 2012
Informatics Research and Development - Student Intern
Developed log parsing and statistical analysis application.

HONORS AND AWARDS

ECE MS Student Award - New York University, Tandon School of Engineering   2018

Samuel Morse MS Fellowship - New York University, Tandon School of Engineering   2017

Music/Auto Challenge - Gracenote 5.0 Hackathon   2016

Auto Podcast Challenge - Gracenote 4.0 Hackathon   2015

3$^{\mathrm{rd}}$ Place - CSUA Hackathon, UC Berkeley   2013

3$^{\mathrm{rd}}$ Place - Code 4 Cal Hackathon, UC Berkeley   2013

Edward Frank Kraft Award - UC Berkeley   2011

SELECTED COURSE PROJECTS

Latent factor models for imputation and temporal modeling of urban sound data   Fall 2019
Using Kalman filters and deep learning variants to model the temporal dynamics of audio embeddings computed from a large dataset of audio obtained through the SONYC project, in order to impute embeddings for missing/corrupted audio and learn temporal dynamics.

Ambisonic speech separation using recurrent neural networks using LSTMs   Spring 2019
Implemented an ambisonic speech separation method and trained and evaluated on synthesized ambisonic audio.

Identifying and reducing gender bias in word-level language models   Spring 2018
Reducing bias in embeddings learned by a language model by applying regularization that penalizes projection onto an embedding subspace capturing variations in gender.

Audio style transfer with cycle-consistent GANs   Spring 2018
Used a combination of WaveGAN and CycleGAN models for audio style transfer from raw audio.

Online instrument source separation with source-filter models   Fall 2014
Developed online framework for performing source separation of instruments in audio using source-filter models.

Online instrument source separation with PLCA   Fall 2014
Developed an online framework for performing source separation of instruments in audio using PLCA.

TEACHING EXPERIENCE

Teaching Assistant, ECE-GY 6143 Introduction to Machine Learning   Fall 2018
New York University

Teaching Assistant, EE 126 Probability and Stochastic Processes   Spring 2015
University of California, Berkeley

Teaching Assistant, EE 20N Structure and Interpretation of Signals and Systems   Fall 2014
University of California, Berkeley

ACADEMIC SERVICE

Workshop Organization
Student Volunteer, Workshop on Detection and Classification of Acoustic Scenes and Events   2019

Challenge Organization
Task Organizer, IEEE AASP Challenge on Detection and Classification of Acoustic Scenes and Events   2019

Journal Reviewer
IEEE Transactions on Audio, Speech and Language Processing   2019

Conference Reviewer
Workshop on Detection and Classification of Acoustic Scenes and Events   2019
IEEE International Conference on Acoustics, Speech, and Signal Processing   2019

ORGANIZATIONS

IEEE Student Member   2019

MIR @ Berkeley Cofounder   2015
University of California, Berkeley

Computer Science Undergraduate Association Member   2012 - 2015
University of California, Berkeley

Eta Kappa Nu Honor Society Member   2012 - 2015
University of California, Berkeley

SELECTED OPEN SOURCE PROJECTS

BirdVoxClassify
Open-source Python library for performing classification of avian flight calls at different taxonomic levels

SONYC Urban Sound Tagging Dataset (SONYC-UST)
Urban sound classification dataset, released as part of the DCASE 2019 Challenge Task 5: Urban Sound Tagging.

openl3
Open-source Python library for extracting audio and image embeddings, using pre-trained models based on the Look, Listen, and Learn approach

SELECTED COURSEWORK TOPICS

Machine Learning & AI	Statistical Signal Processing	Music Perception and Cognition
Machine Listening & MIR	Linear Dynamical Systems	Computer Music
3D Audio	Time Series Analysis	Compilers and Languages
Digital Signal Processing	Statistical Learning Theory	Parallel Programming
Probability & Stochastic Processes	Data Structures & Algorithms	

PROGRAMMING AND DEVELOPMENT SKILLS

Python	Web (HTML, CSS, JavaScript, Flask)
MATLAB	Data visualization (matplotlib, d3)
C/C++	UNIX scripting
Java	AWS (ElasticBeanstalk, S3, DynamoDB, CloudWatch)