Christopher Robinson

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Education:

BA Interdisciplinary Computing and the Arts
with Computer Science minor
University of California, San Diego

September 2016 - PRESENT
Expected Graduation: June 2020
Major GPA: 3.5

Coursework:

- Data Structures & Object Oriented Design
- Software Tools and Techniques
- Computer Organization and Systems Programming
- Advanced Data Structures
- Discrete Mathematics
- Mathematics for Algorithms and Systems
- Computer Music I and II
- Music Programming

Skills and Qualifications:

- *Programming*: Java, C, C++, Bash, ARM assembly, HTML, CSS, XCode, Eclipse, Pure Data(pd), MAX/MSP, JUCE, Python, Scrum, Agile
- Fluent in German and English
    - Passed DSH German Language test
- *Software Programs*: git, GitHub, vim and vi, gdb, Valgrind, Ableton Live, Pro Tools, Adobe Creative Suite, Microsoft Office

Experience:

Audio Internship, KSDT Radio Station, La Jolla, CA (March 2017 - March 2018)
- Worked in a team of other interns
- Operated Pro Tools, condenser and dynamic microphones, and studio equipment

Vice President of External Affairs, Musicians' Club of UCSD, La Jolla, CA (May 2017 - May 2018)
- Connected students to the greater San Diego community through music based events
- Lead large scale events with a team

Recording Assistant, UCSD Music Department, La Jolla, CA (October 2018 - PRESENT)
- Ran recording sessions on Pro-Tools and Audacity for concerts and recording sessions
- Set up microphones and equipment for shows in a concert setting and studio setting

Projects:

All projects found at www.github.com/chrisrbsn29

Timestretch algorithm:
Interpolating timestretch algorithm written in Python

VST/AU Synthesizer Plug-In:
Created a synthesiser using JUCE framework in C++

Website: https://chrisrbsn29.github.io/
Personal website coded with HTML, CSS and Javascript

Tremolo effect for STMf4Discovery:
Created tremolo effect for STMf4Discovery microcontroller in C