

## Clifford Moses Manasseh

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United Kingdom

## EDUCATION

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- **Queen Mary University of London** London, UK  
*Masters of Science in Sound and Music Computing with Industrial Experience, Center for Digital Music (C4DM)*  
Sept. 2019 - Sept. 2021
- **Karunya Institute of Technology and Science** Coimbatore, India  
*Bachelor of technology in Electronics and Communication Engineering*  
Jun. 2012 - Sept. 2

## EXPERIENCE

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- **Nemisindo** London, UK  
*Lead Audio Developer*  
Mar, 2021 - Present
  - Developed procedural Sound Effect plugins in webaudio
  - Analysed analog technologies and developed Web based tools to perform Auditory integration training remotely for clients.
  - Translating our javascript plugins into C++ for integration in the unreal Engine.
  - Extended client project by initiating new ideas and creating proof of concept demo's during the discussion meetings.
- **Theatrery Ltd.** London, UK  
*Live Audio Engineer and Creative Developer*  
Aug, 2020 - Mar, 2021
  - Worked hand in hand with the owners of a new jazz club established during the pandemic
  - Developed music reactive visualization engine in max/msp that can be used in everyday shows
  - Mixed and mastered several live performances while also taking care of live sounds during the shows.
- **Wejam Ltd.** London, UK  
*MAX/MSP programming intern*  
Jan. 2020 - Dec. 2020
  - Developed audio solutions for live streaming and music reactive visualization that can be used in everyday shows
  - Developed initial prototypes for a feedback system that would rate the user's performance
  - Rigorous user testing new methods and ideas developed to be integrated into the product.
- **AGMA, iCreate** Ahmedabad, India  
*Sound design consultation*  
Jan. 2019 - Jul. 2019
  - Created a software synth preset dataset to train a CNN for generative music.
  - Classified and labelled sounds based on timbre and genre for training the CNN.
- **VIBGYOR High School** Mumbai, India  
*Music teacher*  
Feb. 2018 - Dec. 2018
- **Tech Mahindra** Mumbai, India  
*Associate Software Engineer*  
Jul. 2016 - Feb. 2018
  - Automated a UNIX based manual testing project through shell scripting.

## PROJECTS

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- **Media Bakers:** Co-founded a media production collective and took incharge of the audio production duties providing media services to clients after successfully raising funding through the pepsi ad campaign contest in 2015.
- **Freelance Music Production/Mixing Mastering Services:** Worked extensively with independent creators across the globe producing multiple albums and music for visual media.
- **Pop music for ambisonics:** producing and performing mainstream music that can be enjoyed in ambisonic playback systems.
- **Thames Reach:** fighting against homelessness in London by offering interpretation services.

## SKILLS

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- **Human Languages:** *Tamil, English, Hindi*
- **Computer Languages:** *Javascript, Python, C, C++, bash.*
- **Technologies:** *nodejs, Digital Audio Workstations, Unreal engine, Max/msp, pd, LaTeX, git*
- **Operating Systems:** *Mac OS, Linux, UNIX, Windows*