Clifford Moses Manasseh

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EXPERIENCE

Bowers & Wilkins

DSP R&D Engineer (Full-time)

South water, United Kingdom Sep 2022 - Present

- Sole ownership of python based tuning and optimization tools for acoustic and ANC paths in wireless headphone products
- Expertise in hardware bring up across headphone and loudspeaker product life cycles
- o Diverse development expertise across Analog Devices DSP chips
- Real time DSP algorithm development and implementation in C and assembler on hardware platforms
- Sole ownership of pytorch based filter network parameter estimation application
- o Innovative research and development in resource efficient loudspeaker beam forming algorithms

Nemisindo

Audio Developer (Full-time)

London, United Kingdom Mar 2021 - Sep 2022

- o Designed novel procedural audio models in web audio
- o Developed and released procedural audio plugins for wwise, unity and as vsts
- Developed a C++ API for procedural sound effect synthesis
- o Developed and delivered an end-to-end web based audiogram measurement and Auditory integration training system for a London based Auditory therapy clinic.

Theatrery Ltd.

Live Audio Engineer and Creative Developer (Full-time)

London, United Kingdom Aug 2020 - Mar 2021

Wejam Ltd.

MAX/MSP programming intern

London, United Kingdom Jan 2020 - Dec 2020

o Developed a working prototype for a cloud-based audio synced music notation system using Max/MSP and drawsocket.

AGMA, iCreate

Sound Design Consultant

Ahmedabad, India Jan 2019 - Jul 2019

VIBGYOR High School

Music Teacher

Mumbai, India Feb 2018 - Dec 2018

Tech Mahindra

Associate Software Engineer

Mumbai, India Jun 2016 - Feb 2018

SKILLS SUMMARY

- Languages: Python, Matlab, C++, C, JavaScript
- Technologies: pytorch, webaudio, JUCE, unity, wwise, max/msp, pd, sigma studio, cces, dolby for home audio
- Human Languages: English, Tamil, Hindi

EDUCATION

Queen Mary University of London

Master of Science in Sound and Music Computing with Industrial Experience

London, United Kingdom Sep 2019 - Sep 2021

Karunya Institute of Technology and Sciences

Bachelor of Technology in Electronics and Communication Engineering

Coimbatore, India July 2012 - June 2016

Publications

• Play the place: Web-based experience of an architectural space using 3D audio. Web Audio Conference (Barcelona). 2021: