Clifford Moses Manasseh

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EDUCATION

Queen Mary University of London — London, United Kingdom
Master of Science in Sound and Music Computing with Industrial Experience — *Sep 2019 - Sep 2021*

Karunya Institute of Technology and Sciences — Coimbatore, India
Bachelor of Technology in Electronics and Communication Engineering — *July 2012 - June 2016*

SKILLS SUMMARY

- **Languages**:   C++, C#, Python, JavaScript
- **Technologies**:   DAWs, webaudio, Unity, wwise, fmod, Unreal engine, ddsp, Max/msp, pd, ndk, nodejs, LaTex, git
- **Platforms**:   Windows, MacOS, Android
- **Human Languages**:   English, Tamil, Hindi

EXPERIENCE

Nemisindo — London, United Kingdom
Lead Audio Developer (Full-time) — *Mar 2021 - Present*

- Designed novel procedural audio models for the online system
- Developed and released procedural audio plugins for wwise, unity and as vst's
- Developed a c++ API for procedural sound effect synthesis
- Developed an end-to-end Web based system to perform Auditory integration training remotely.

Theatrery Ltd. — London, United Kingdom
Audio Engineer and Creative Developer (Full-time) — *Aug 2020 - Mar 2021*

- 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, United Kingdom
MAX/MSP programming intern — *Jan 2020 - Dec 2020*

- Developed a working prototype for a cloud-based audio synced music notation system using Max/MSP and drawsocket.
- Developed initial prototypes for a feedback system that would rate the user's performance.

AGMA, iCreate — Ahmedabad, India
Sound Design Consultant — *Jan 2019 - Jul 2019*

- Created a software synth preset data set to train a CNN for generative music.

VIBGYOR High School — Mumbai, India
Music Teacher — *Feb 2018 - Dec 2018*

Tech Mahindra — Mumbai, India
Associate Software Engineer — *Jun 2016 - Feb 2018*

PUBLICATIONS

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