Clifford Moses Manasseh

manassehclifford@gmail.com +44 (0)7438527650 clffrd.github.io London SE11 6TR United Kingdom

EDUCATION

• Queen Mary University of London

Masters of Science in Sound and Music Computing with Industrial Experience, Center for Digital Music (C4DM) London, UK

Sept. 2019 - Sept. 2021

• Karunya Institute of Technology and Science

Bachelor of technology in Electronics and Communication Engineering

Coimbatore, India Jun. 2012 - Sept. 2

EXPERIENCE

Nemisindo

Lead Audio Developer

London, UK

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.

MAX/MSP programming intern

London, UK

Jan. 2020 - Dec. 2020

- Developed audio solutions for live streaming and music reactive visualization that can be used in everyday shows
- O 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

Sound design consultation

Ahmedabad, India

Jan. 2019 - Jul. 2019

- Created a software synth preset dataset to train a CNN for generative music.
- o Classified and labelled sounds based on timbre and genre for training the CNN.

VIBGYOR High School

Mumbai, India Feb. 2018 - Dec. 2018

Music teacher Feb.

Tech Mahindra

Mumbai, India

Associate Software Engineer

Jul. 2016 - Feb. 2018

• Automated a UNIX based manual testing project through shell scripting.

PROJECTS

- 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

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