Clifford Moses Manasseh

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EXPERIENCE

Bowers & Wilkins — South water, United Kingdom
DSP R&D Engineer (Full-time) — *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
- Diverse development expertise across Analog Devices DSP chips
- Real time DSP algorithm development and implementaion in C and assembler on hardware platforms
- Sole ownership of pytorch based filter network parameter estimation application
- Innovative research and development in resource efficient loudspeaker beam forming algorithms

Nemisindo — London, United Kingdom
Audio Developer (Full-time) — *Mar 2021 - Sep 2022*

- Designed novel procedural audio models in web audio
- Developed and released procedural audio plugins for wwise, unity and as vsts
- Developed a C++ API for procedural sound effect synthesis
- 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. — London, United Kingdom
Live Audio Engineer and Creative Developer (Full-time) — *Aug 2020 - Mar 2021*

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.

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

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

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

SKILLS SUMMARY

- **Languages**: Python, Matlab, C++, C, JavaScript
- **Technologies**: pytroch, 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 — 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*

PUBLICATIONS

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