

## David Estes-Smargiassi

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### EDUCATION:

**Stevens Institute of Technology**, Hoboken, NJ

**M.S.** in Computer Science

Expected May 2017

**B.A.** in Music and Technology, Minor in Computer Science

May 2016

**GPA:** 3.838

**Awards:** Graduated with High Honors Edwin A. Stevens Scholarship, Scholars of Excellence, Presidential Scholarship

**Courses:** Audio Programming, Scoring for Media, Sound Design, Sound Recording I-IV, Music Theory I-IV, Contemporary Music Theory, Music Composition, MIDI and Electronic Music, Software Instrument Design, and Orchestration I-II

**Boston Latin School**, Boston, MA

June 2012

High School Diploma

### SKILLS:

**Music Software Skills:** Proficient in Pro Tools, Ableton Live, PureData, Max/MSP, and Sibelius

**Music Skills:** composition, audio engineering, editing, guitar, and piano

**Other Skills:** C++, C, Unity Engine, Linux, CMake, Github, Python, OpenGL, GLSL, Java, Arduino, LaTeX, HTML 5, CSS, Microsoft Office, Adobe Acrobat

### WORK

#### EXPERIENCE:

**Nokia Bell Labs**, Murray Hill, NJ

Immersive Communications Co-op

October 2015-Present

- Created audio-based haptic feedback application for a car driving simulation with PureData for a demo at the Mobile World Congress 2017 in Barcelona
- Developed an interactive application of Bell Labs' Scene Activity vector (SAV) motion tracking program
- Worked on the Human Digital Orchestra project for Claude Shannon's centennial event, composed a piece of music designed to be reactive to the audience, *Fanfare for the Information Age*.
- Conducted demonstrations of acoustical effects in an anechoic chamber

**North Woods YMCA Summer Camp**, Mirror Lake, NH

CIT Director

Summer 2016

- Oversaw the Counselors-In-Training (age 16)
- Instructed lessons on how to be a successful camp counselor

Music Program Head

Summer 2014

- Designed curriculum for new activity program
- Worked with campers to create and perform "mash-ups" of popular songs

Head Counselor

Summers 2012-2013

- Received Counselor of the Year award 2013 and Caswell award 2014

**Stevens Institute of Technology**, Hoboken, NJ

Tutor with the Academic Support Center

January 2015-May 2016

- Tutored the following courses: Intro to Computer Science (Python), Data Structures (Java), Algorithms (C++), Discrete Structures (Scheme)

**The Pixel Academy**, Brooklyn, NY

Instructor at Camp Pixel

Summer 2015

- Taught "Digital Music" and "Videogame Soundtracking" electives class to campers ages 7 to 12
- Taught Programming for "Minecraft: Modding in Java" two-week core class

### PROJECT

#### EXPERIENCE:

##### Academic:

- Wrote scores for film scenes including *The Dark Knight*, *Good Will Hunting*, and *The Revenant* (Scoring for Media) Fall 2016
- Created *Memory Leak*, a 2D-puzzle-platformer using Unity (Game Design I) Spring 2016
- Produced entirely new sound design and score for a 7-minute clip from Harry Potter and the Sorcerer's Stone including foley, ambience, and ADR (Sound Design) Fall 2015

##### Extracurricular:

- Created *The Cutting Room Floor*, a top-down beat-'em-up style game using Unity for a 48-hour game jam, includes sound design and score September 2016
- Created *When Life Gives You Lemons*, a 2D-platformer game made for a game jam, won best audio award November 2015
- Composed music for *A Tempo*, a rhythm-based fighter game, as part of the "Jacobus Arcade Machine" project May 2015

### ACTIVITIES:

**Stevens Institute of Technology**, Hoboken, NJ

Stevens Game Development Club

Fall 2014 – present

Stevens Choir

Fall 2012 – present

Audio Engineering Club Vice President (2013-2014)

Fall 2012 – May 2016