

## David Estes-Smargiassi

27 Spring Park Avenue | Jamaica Plain | MA 02130 | destessmargiassi@gmail.com | Cell: (617) 314-1596

### EDUCATION:

**Stevens Institute of Technology**, Hoboken, NJ  
**M.S.** in Computer Science May 2017  
**GPA:** 3.715  
**B.A.** in Music and Technology, Minor in Computer Science May 2016  
**GPA:** 3.838  
**Awards:** Graduated High Honors; Edwin A. Stevens Scholarship, Scholars of Excellence, Presidential Scholarship  
**Major Subjects:** Creative Problem Solving & Team Programming, Interactive Computer Graphics, Real-Time Rendering Gaming and Simulation Programming, Intro to Artificial Intelligence, Parallel Processing for Many Core Processors, Game Design I, Advanced Algorithm Design and Implementation, Human-Computer Interaction, Concurrent Programming, Audio Programming, Computer Organization & Programming, Fundamentals of Cybersecurity, Database Management Systems I, and Systems Programming

**Boston Latin School**, Boston, MA June 2012  
High School Diploma

### SKILLS:

C++, C, Python, C#, Git, Linux, CUDA, Unity Engine, Java, CMake, HTML 5, CSS, Arduino, LaTeX, Microsoft Office, Adobe Acrobat, PureData, Max/MSP, Pro Tools, Ableton Live, and Sibelius

### 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
- Contributed to the Human Digital Orchestra (HDO) project for Claude Shannon's centennial event using SAV technology
- Composed a piece of audience-reactive music, *Fanfare for the Information Age*, for the HDO
- 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

Head Counselor Summers 2012-2013

- Received Counselor of the Year award 2013 and Caswell award 2014
- Camp Craft Program Head 2013, Music Program Head 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

- Instructed "Minecraft: Modding in Java" two-week core programming class
- Taught audio skills in "Digital Music" elective class to campers ages 7 to 12

### PROJECT EXPERIENCE:

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

- Created *Memory Leak*, a 2D-puzzle-platformer using Unity (Game Design I) Spring 2016
- Implemented procedural terrain using an octree for culling with a first-person shooter-style camera (Real-Time Rendering Gaming and Simulation Programming) Spring 2015

**Extracurricular:**

- Created *The Cutting Room Floor*, a top-down beat-'em-up style game using Unity for a 48-hour Stevens Game Jam IX, includes sound design and score September 2016
- Created *Mobius Jumper*, an arcade-style game for a week-long game jam April 2016
- Created *When Life Gives You Lemons*, a 2D-platformer game, won best audio award at Stevens Game Jam VI for sound design and score November 2015
- Created a pirate-themed assassins board game at Games++, 10-hour game jam March 2015

### ACTIVITIES:

**Stevens Institute of Technology**, Hoboken, NJ  
Stevens Game Development Club Fall 2014 – May 2017  
Stevens Choir Fall 2012 – May 2017  
Audio Engineering Club Vice President (2013-2014) Fall 2012 – May 2016

US Citizen