

David Estes-Smargiassi

Present Address:
Box S-0721
1 Castle Point on Hudson
Hoboken, NJ 07030
Cell: (617) 314-1596

Permanent Address:
27 Spring Park Avenue
Jamaica Plain, MA 02130
Home: (617) 522-0572
destessm@stevens.edu

EDUCATION:

Stevens Institute of Technology, Hoboken, NJ
B.A. in Music and Technology, Minor in Computer Science, Expected May 2016
M.S. in Game Development and Simulation Programming, Expected May 2017
GPA: 3.821

Awards: Edwin A. Stevens Scholarship, Scholars of Excellence, Presidential Scholarship

Major Subjects: Interactive Computer Graphics, Real-Time Rendering
Gaming and Simulation Programming, Human-Computer Interaction, Intro to Artificial Intelligence, Advanced Algorithm Design and Implementation, Systems Programming, Discrete Structures, Data Structures, Algorithms, Creative Problem Solving & Team Programming, Game Design I, Fundamentals of Software Engineering, Calculus I, Sound Recording I-IV, Music History I-II, Music Theory I-IV, Contemporary Music Theory, Music Composition, MIDI and Electronic Music, Software Instrument Design, Electronic Music, Orchestration I-II, and Sound Design.

Projects: Implemented procedural terrain using an octree for culling with a first-person shooter-style camera. Created a 2D-puzzle-platformer game using the Unity Engine.

Boston Latin School, Boston, MA
Class of 2012; Courses included AP Music Theory, AP Computer Science, and AP Art

SKILLS:

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

Music Software Skills: Proficient in ProTools, Ableton Live, PureData, MaxMSP, and Sibelius

Music Skills: composition, guitar, piano, and voice

WORK

EXPERIENCE:

Nokia Bell Labs, Murray Hill, NJ
Immersive Communications Co-op

October 2015-May 2016

- Research on scene activity vector motion flow tracking and applications in immersive game design and interactive performance systems.
- Worked on the Human Digital Orchestra project, composed a piece of music designed to be reactive to the audience, *Fanfare for the Information Age*.

Stevens Institute of Technology, Hoboken, NJ
Tutor with the Academic Support Center

January 2015-present

- 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 Programming for Minecraft: Modding in Java two-week core class.
- Taught the Digital Music elective class (one week classes in video game soundtracking, produce an album, and song splicing)
- Worked with campers ages 7 to 12

North Woods YMCA Summer Camp, Mirror Lake, NH

Head Counselor

Summers 2012-2014

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

Music Program Head

Summer 2014

Camp Craft Program Head

Summer 2013

Counselor in Training

Summers 2010-2011

ACTIVITIES:

Stevens Institute of Technology, Hoboken, NJ

Stevens Game Development Club

Fall 2014 – present

- Projects: Wrote music for *A Tempo*, a rhythm-based fighter game, as part of the “Jacobus Arcade Machine” Project; Created a pirate-themed assassins board game at a 10-hour game jam

Stevens Choir

Spring 2013 – present

Audio Engineering Club

Fall 2012 – present