

David Estes-Smargiassi

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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	
	Audio Subjects: Sound Design, Scoring for Media, Audio Programming, Sound Recording IV, Music History II, Music Theory IV, Contemporary Music Theory, Music Composition, Orchestration II, MIDI and Electronic Music, and Software Instrument Design	
	Boston Latin School , Boston, MA	June 2012
	High School Diploma	
SKILLS:	Pro Tools, Ableton Live, PureData, Max/MSP, Sibelius, C++, C, Python, C#, Git, Linux, CUDA, Unity Engine, Java, CMake, HTML 5, CSS, Arduino, LaTeX, Microsoft Office, and Adobe Acrobat	
WORK EXPERIENCE:	Nokia Bell Labs , Murray Hill, NJ	
	Immersive Communications Co-op	October 2015-Present
	<ul style="list-style-type: none">Created audio-based haptic feedback application for a car driving simulation with PureData for a demo at the Mobile World Congress 2017 in BarcelonaContributed to the Human Digital Orchestra (HDO) project for Claude Shannon's centennial event using SAV technologyComposed a piece of audience-reactive music, <i>Fanfare for the Information Age</i>, for the HDOConducted demonstrations of acoustical effects in an anechoic chamber	
	North Woods YMCA Summer Camp , Mirror Lake, NH	
	CIT Director	Summer 2016
	<ul style="list-style-type: none">Oversaw the Counselors-In-Training (age 16)Instructed lessons on how to be a successful camp counselor	
	Music Program Head	Summer 2014
	<ul style="list-style-type: none">Created curriculum for new activityTaught campers to sing and play instrumentsArranged and performed "mash-ups" and medleys after 2-week session	
	Head Counselor	Summers 2012-2013
	<ul style="list-style-type: none">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
	<ul style="list-style-type: none">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
	<ul style="list-style-type: none">Instructed "Minecraft: Modding in Java" two-week core programming classTaught audio skills in "Digital Music" elective class to campers ages 7 to 12	
PROJECT EXPERIENCE:	Stevens Institute of Technology , Hoboken NJ	
	Academic:	
	<ul style="list-style-type: none">Wrote scores for film scenes including <i>The Dark Knight</i>, <i>Good Will Hunting</i>, and <i>The Revenant</i> (Scoring for Media)Created <i>Memory Leak</i>, a 2D-puzzle-platformer using Unity (Game Design I)Produced entirely new sound design and score for a 7-minute clip from Harry Potter and the Sorcerer's Stone including Foley, ambience, ADR, and score (Sound Design)	
	Extracurricular:	
	<ul style="list-style-type: none">Created <i>The Cutting Room Floor</i>, a top-down beat-'em-up style game using Unity for a 48-hour Stevens Game Jam IX, includes sound design and scoreCreated <i>When Life Gives You Lemons</i>, a 2D-platformer game, won best audio award at Stevens Game Jam VI for sound design and scoreComposed music for <i>A Tempo</i>, a rhythm-based fighter game, as part of the "Jacobus Arcade Machine" project with Stevens Game Development Club	
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