# **Gaelan McMillan**

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## **Work Experience**

#### **Software Content Developer**

Victoria, BC

PG Music Limited

10/2015 - 11/2020

- Edited WAV Audio and created musical transcriptions with careful attention to detail for integration into a mature software product
- Successfully met deadlines to release software content updates over 5 yearly release cycles
- Showcased software on behalf of the company at the National Association of Music Merchants trade show in Anaheim, California in 2017

#### Composer and Musician

North America and Europe

Self-Employed

01/2013 - Present

- · Communicating with people of varying technical backgrounds to meet the needs of musical projects
- Performing 500+ shows as a bassist across the United States, Canada, Iceland and Denmark for 1000+ person audiences
- · Collaborating remotely and in person with teams of up to 10+ artists to create polished creative products
- · Adapting to changing requirements and priorities of gigs as a member of a touring band

# **Software Projects**

#### Daily (Al-Enhanced Journaling Web App)

Devpost Link

Web App — Javascript, Python, MongoDB, GraphQL, Natural Language Processing

05/2022 - Present

- Leveraging Co:here's Generative Language Model to summarize journal entries to key events and themes
- Creating a responsive front-end with React.js and Chakra UI
- Collaborating with UI/UX team to take their designs from a Figma prototype to working implementation
- Fetch and store user data in a MongoDB server via Apollo and GraphQL

#### **Dub Dragon (Graph-based Musical Sequencer)**

Interactive Prototype

Graph-based Musical Sequencer — JavaScript and C++

05/2022 - Present

- Creating a rapid web prototype with P5.js to gauge the feasibility of the project
- · Designing and analyzing algorithms to ensure reliability in the soft-real time domain of digital audio
- Unit testing to enable an agile debugging process when iterating on the application
- Employing the MVC Architecture to create a responsive, data persistent VST plugin with Juce

#### Real-Time Audio Visualizer

Demo Video

Native Application — Rust

01/2023

- · Writing a performant, multi-threaded, memory-safe native application using the Rust programming language
- Applying the Fast Fourier Transform algorithm to an audio stream to generate real-time graphics at 60+ frames per second
- Utilising a static Ring Buffer to share data between the audio and graphics threads.

#### More Generic (Static Blog Site)

Website Link

A blog about Generic Programming and other technical topics — JavaScript, HTML and CSS

11/2022

- Creating static blog posts with thorough documentation and dynamic, illustrated code walkthroughs using React.js and MDX
- Configured a Continuous Integration pipeline using GitHub Actions, enabling a one step deployment process
- Designing custom, responsive layouts with Sass and Bootstrap

# Volunteer Experience \_\_\_

Cpp North 2022 Toronto, ON

Conference Volunteer

07/2022

- · Accommodated 200+ conference attendees in an equitable and inclusive manner
- Presented a lightning talk about the intersection of music composition and computer science

#### TMU Algorithms and Coding Club

Toronto, ON

Member, Vice President since 06/22

09/2021 - Present

- · Coordinating an 8+ member executive team in the planning of budgets and events for the academic year
- · Organizing and hosting events for 50+ attendees

### Education

#### **Bachelors of Science, Computer Science**

Toronto, ON

09/2020 - 05/2025

• CGPA 3.74/4.33

### **Technical Skills**

Toronto Metropolitan University

Programming Languages

Development Tools

Programming Languages C++, Rust, Python, JavaScript, HTML, CSS, SQL, C, C#, Java, Common Lisp, APL

evelopment Tools Git, MySQL, React, Next, CLion, Bootstrap, Sass, JUCE, SDL2, Unity, Processing, NumPy, LateX