Gregor McWilliam

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EDUCATION

NEW YORK UNIVERSITY, New York City, U.S.
Master of Music in Music Technology, May 2022
Current GPA: 4.0

- Specializations in software development, information retrieval, spatial audio, and machine learning
- Coursework includes Digital Signal Theory, MIR, Audio Coding, 3-D Audio, and Advanced Musical Acoustics
- Graduate Student Scholarship recipient, 2020-2021

INSTITUTE OF CONTEMPORARY MUSIC PERFORMANCE, London, U.K.
Bachelor of Music in Popular Music Performance, May 2011
Converted GPA: 3.56

- Delivered dissertation concerning prevalence of hyperreality in modern media
- Graduated among top 4% of class and received Best Vocalist award

PROFESSIONAL EXPERIENCE

PROJECT MANAGER AND AUDIO ENGINEER, *Third Ear Meditation Ltd.,* London, U.K., 2017-2020

- Directed production and implementation of over 40 hours of unique audio content for the popular iOS and Android sound meditation app – twice Apple's "App of the Day"
- Integrated various technologies, such as binaural recording and spatial audio, to create an immersive, deeply engrossing auditory environment for the listener

MUSIC PRODUCER, *Self-employed,* London, U.K., 2011-2020

- Co-wrote, engineered, produced, and mixed over 800 projects for more than 100 artists across popular and classical genres, including Grammy and Latin Grammy Award nominees
- Developed successful commercial productions for clients such as Ford Motor Company

TECHNICAL PROJECTS

ONLINE PRICE TRACKER, *GitHub*, London, U.K., Spring 2020

- Designed **Python** application that automatically notifies user via email when item price falls below selected value
- Utilized **Selenium** and **Smtplib** libraries in the project's successful implementation

REAL-TIME FAST CONVOLUTION APPLICATION, *GitHub*, New York City, U.S., Fall 2020

- Created **Python** program that achieves real-time fast convolution of signals in O(n log n)
- Applies Fast Fourier Transform to significantly increase efficiency, via multiplication of frequency-domain arrays

IMAGE EDITOR, *GitHub*, London, U.K., Spring 2020

- Developed **C++** application that allows users to creatively filter and edit images
- Implemented via use of custom pixel class, allowing extensive customization of hue, saturation, and luminance

TECHNICAL SKILLS

PROGRAMMING LANGUAGES:

Proficient: **Python** (including Librosa, Selenium, NumPy, and Pandas), **C++** (including JUCE)
Prior experience: **JavaScript**

SOFTWARE: Unity, Logic Pro X, Pro Tools
HARDWARE: Arduino, SSL Duality console

AFFILIATIONS AND INTERESTS

STUDENT: Immersive Audio Group, Entrepreneurial Institute, Production Assistant at Clive Davis Institute
PROFESSIONAL: ISMIR, IEEE, AES (member and volunteer at Fall Convention 2020)
INTERESTS: Software development, audio, machine learning, technology, entrepreneurship
HOBBIES: Reading, distance running, music production, coffee, weight training, rugby