Gabriel Zalles

Audio technology master

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Education

2012–2016 BA, UC San Diego, La Jolla, Bachelors.

Interdisciplinary Computing in the Arts Major

2016–2018 MA, NYU, New York, Masters.

Music Technology

2018–2023 **PhD**, *UC San Diego*, La Jolla, *Doctorate*.

Computer Music

Master thesis

Title Design of a highly coincident microphone array for stereo and surround sound.

Supervisors Agnieszka Roginska

Description Evaluated the effects of increased capsule coincidence in FOA recordings using state-of-the-art MEMS capsules. Objective measurements were obtained using a custom, Arduino powered, motorized microphone platform. Subjective assessments of the first order ambisonic array with extreme capsule coincidence were also conducted using a DIY head-tracker. The experiment sought to determine if improvements towards spatial aliasing can outweigh the SNR deficits of MEMS systems in FOA arrays. Statistical methods such as ANOVA were used to analyze results. The full thesis can be found at this link

Experience

Professional

2017–2018 **Research Assistant**, *NYU*, New York City, New York.

Assisted with a THX research collaboration which evaluated binaural renderers used for spatial audio reproduction. Updated and maintained a GUI written in MATLAB which was used for a subjective study. Along with my other peers, wrote and submitted peer-reviewed papers to AES written in LATEX.

2017–2018 **Teaching Assistant (DSP)**, *NYU*, New York City, New York.

Helped students understand the programming environment MATLAB as well as core concepts of digital signal processing. Created teaching material used to help students accomplish assignments. Provided one-on-one tutoring and graded both assignments and exams.

2016/2018 AV Technician, UCSD, San Diego, California.

Currently working at audio visual technician setting up and stricking audio and lighting equipment used for concerts, conferences and other events. Live mixing, signal flow, and lighting are daily tasks. As an AV tech I operate sound boards personally for duration of events which include wireless mics and multiple bands.

----- Awards

Bronze Medal - AES Student Design Competition, AES 143, 2017.

Convergence for Innovation and Entrepreneurship (CIE) Institute Grant, NYU Leslie eLab JTerm Startup Sprint, 2018.

Best Graduate Student Project, Steinhardt Music Technology Open House, 2018.

Papers

Author

2018 **Master Thesis**, The Design of a Highly Coincident Microphone Array for Stereo and Surround Sound , NYU.

Zalles PDF

2017 **Audio Engineering Society 143**, A Low-Cost, High-Quality MEMS Ambisonic Microphone, NYU.

Zalles et al. PDF

2017 **MIR NYU Final**, An Evaluation of Artist Recognition Methods, NYU. Zalles, Ayalon PDF

Co-author

2017 **Audio Engineering Society 143**, Evaluation of Binaural Renderers: A Methodology, NYU.

Reardon et al. PDF

2018 **Audio Engineering Society 144**, Evaluation of Binaural Renderers: Externalization, Front/Back and Up/Down Confusions, NYU.

Reardon et al. PDF

2018 Audio Engineering Society 144, Evaluation of Binaural Renderers: Localization. NYU.

Reardon et al. PDF

2018 Audio Engineering Society AVAR, Evaluation of Binaural Renderers: Multidimensional Sound Quality Assessment, NYU.

Reardon et al. PDF

2018 Audio Engineering Society AVAR, Acoustic perturbations in HRTFs measured on Mixed Reality Headsets, NYU.

Genovese et al. PDF

Spoken Languages

Spanish Native

English Fluent

French Proficient

CS Experience

Expert MATLAB, HTML, CSS

Fluent Pure Data, MAX/MSP, Unix,

Git, C++, Arduino

Familiar JS

Job Specific Experience

- Experience using the JUCE framework for audio software development in C++
- Experience using MATLAB to create DSP routines
- o Experience using DAWs, Github and electronics equipment

References

- o Juan Bello
- Miller Puckette
- Agnieszka Roginska
- o jpbello@nyu.edu
- o msp@ucsd.edu
- o roginska@nyu.edu