

Lars Nielsen

Copenhagen, Denmark

lars.nielsen@fakeemail.com | +45 20 12 34 56 | LinkedIn | GitHub

Education

Technical University of Denmark (DTU)

MSc in Digital Media Engineering

Sep 2018 – Jun 2020 | Copenhagen, Denmark

GPA: 11.2/12.0

Activities: Audio Programming Group Leader, Virtual Reality Lab Assistant, Music Production Club

Relevant Coursework: Audio Signal Processing, Computer Graphics, Virtual Reality, Spatial Audio, Human-Computer Interaction, Media Technologies, Real-time Rendering, Acoustic Modeling

Aalborg University

BSc in Sound and Music Computing

Sep 2015 – Jun 2018 | Copenhagen, Denmark

GPA: 10.8/12.0

Work Experience

Audio Software Engineer | Unity Technologies | Jul 2020 – Present | Copenhagen, Denmark

- Developed spatial audio rendering systems for Unity's game engine using C# and C++.
- Implemented audio middleware integrations with FMOD and Wwise, improving workflow for sound designers.
- Created custom digital signal processing effects for enhanced audio experiences in VR applications.

Sound Engineer | Bang & Olufsen | Feb 2019 – Jun 2020 | Copenhagen, Denmark

- Assisted in the development of audio processing algorithms for high-end audio products.
- Conducted listening tests and audio quality evaluations for product development.
- Contributed to acoustic modeling software using MATLAB and Python.

Skills

Audio Programming: DSP, Audio Synthesis, Audio Analysis, Spatial Audio, Ambisonics

Programming: C++, C#, Python, JUCE, MATLAB, Max/MSP, SuperCollider

Game Audio: FMOD, Wwise, Unity Audio, Unreal Audio, Interactive Audio Systems

VR/AR Audio: Spatial Audio, Binaural Rendering, Object-Based Audio, Head-Related Transfer Functions

Signal Processing: FFT, Filters, Convolution, Reverberation, Compression, Equalization

Other: Audio Middleware Integration, Audio Plugin Development, Procedural Audio, Machine Learning for Audio

Certificates

Wwise: Certified User & Programmer

Apple: Core Audio for macOS and iOS

Dolby: Atmos Production Suite Certified

Awards

Best Audio Technology - Game Developers Conference Audio Track 2023

Innovation in Spatial Audio - Audio Engineering Society

DTU Excellence Scholarship for Audio Technology