Caitlin Hillery

| caitlinhillery@gmail.com | www.linkedin.com/in/caitlin-hillery-952399220 | https://hilleryc.github.io |

I am a graduate of Purdue University in Acoustical Engineering with a minor in Electrical Engineering looking to work in sound design and virtual reality/room acoustics. I am interested in sound synthesis and design, procedural audio, and urban sound planning.

Education

Purdue University – West Lafayette, IN

Graduated with Bachelor of Science in Multidisciplinary Engineering, Concentration – Acoustical Engineering with a Minor in Electrical and Computer Engineering

Experience

Purdue Envision Center – West Lafayette, IN

Student Sound Engineer, Student Program Assistant

March 2019 – July 2023

- Optimized recorded audio for about 6 different virtual applications to make voiceover for the applications easy to listen to and followed along with the scenario.
- Used iZotope and room tone WAV file to normalize audio and remove background noise.
- Used Reaper to decide the best take or composite of takes based on the preferred cadence and clarity of the voice line that best suited the project and added any reverb, compression, or other SFX suitable for the environment.
- Developed skill designing and creating sound effects for an example 2D platform game to enhance the unearthly experience of the game.
- Helped manage bills directed towards research computing at Purdue to get them approved and resources allocated.

Projects

Listening to Visuals (Spring 2022 - Present):

- Music generation based on chromatic visual input taken from an image.
- The mediums are linked via emotion labels assigned to different RGB values as well as musical modes.
- Used a combination of MaxMSP, C, and JavaScript to complete an initial prototype of this project.

Senior Design: Solar Power Backpack for the Unhoused (January 2023 – May 2023)

- Collaborated with three others to find a problem frame in the space of the unhoused to contribute an engineering solution to.
- Research and talked with local organizations and completed a simplistic solar power circuit design to add into the backpack to charge digital devices.

Acoustic Design (January 2022 – May 2022)

- Worked with a partner to design acoustic treatment and audio signal flow for an existing venue to host a concert.
- Chose audio equipment such as network switches, speakers, microphones, stage monitors, and mixing boards with the correct connections and signals that would work together to provide good sound dispersion for the venue.
- Decided any proper acoustic treatment to the venue based on estimated reverb times and desired sound.