KAMILAH A. MITCHELL
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EDUCATION

Berklee College of Music, Boston, MA   *August 2018*
Bachelor of Music: Major in Electronic Production & Design   *Major GPA: 3.4/4.0*
Relevant Coursework: Audio Programming in C, Audio Technology I & II, cSound: Sound Design & Composition, Audio Programming for the iPad, DSP for Post-Production

Berklee Valencia, Valencia, Spain   *Fall 2016*
Study Abroad program focusing on music technology, culture and language

TECHNICAL COMPETENCIES

Software: Logic, Pro Tools, Ableton Live, JUCE, Finale, Xcode, Cabbage
Office: Microsoft Office, iWork
Languages: C, C++, Python, Swift, Csound, JavaScript, Max, Bash, Git

PROJECT EXPERIENCE

Neurolex Laboratories, Remote   *May 2018*
Software Development Intern   *– Present*
- Skills Engaged: Python, Git, Bash, Audio Editing, Matplotlib
- Worked remotely to design and implement software demo to calculate and compare data of voice samples of PTSD, Anxiety, and Depression patients to determine shared and unique traits
- Performed research and audio analysis on voice samples of patient and control samples using knowledge of Audio, Speech and Algorithms
- Visualized data results using matplotlib
- Communicated with mentor and other team members propose, design and implement demo

EPD Senior Thesis, Boston, MA   *May 2018*
OSIRIS – Hip-Hop Bass Plugin   *– August 2018*
- Skills Engaged: Sound Design, Synthesis, Audio Editing, Csound, UI Design
- Designed and Implemented a sampler instrument plugin for bass sounds (VST/AU)
- Designed Sound and edited sample content
- Developed algorithms for playback, amplitude & pitch envelopes, LFO, Distortion and Filter
- Designed custom GUI
- Demo: https://www.youtube.com/watch?v=7z-J_GhdfGs

Apple, Cupertino, CA   *June –*
Content Design Intern   *August 2016*
- Planned, designed, and applied self-directed project plan through to completion to create sampled instruments
- Sound design for Music Apps content using recording, synthesis and multi-sampling
- Utilized audio engineering skills to edit, de-noise, and add dynamic and time-based processing to sampled sounds
- Utilized programming skills (Javascript) to build midi scripts for sampled instruments
- Reported bugs encountered while executing project tasks in Logic Pro X using Apple internal systems

EXPERIENCE

Independent, Boston, MA   *January 2018*
Audio Programmer   *– Present*
- Skills Engaged: Max, Cabbage, Xcode, C, C++, cSound, Swift
- Design and Implementation of Virtual Software Instruments and Audio Units for music production and engineering
- Design and programming of analysis software to retrieve data of audio input in time and frequency domain
- Design and programming of audio applications to make Audio Effects and Synthesizers including reverb, distortion, and Sampler
- Design and programming of plugin features, including envelopes, menus, waveshaping LFO, filters and delays
- Design and programming of C/C++ audio-based games: GoT, terminalKeyboard, Melody Generator

Berklee Electronic Production & Design Lab, Boston, MA   *February –*
Lab Assistant   *June 2016*
- Kept accurate records of the facilities and equipment use and ensured compliance with lab policies
- Assisted teachers and students in troubleshooting problems, as well as assisting in the use of audio MIDI equipment and software