

## KAMILAH A. MITCHELL

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### EDUCATION

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- 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, Programming Interactive Audio Dean's List  
Software in Max/MSP, Modular Functions & Signal Flow, Audio Technology I & II,  
Advanced Recording Techniques, Control Systems in Advanced Production, Advanced Sound Design  
Techniques, Hybrid Recording & Mixing, cSound: Sound Design & Composition, Audio Programming for the  
iPad, DSP for Post-Production, Electronic Composition & Sound Design  
**Activities:** Audio Engineering Society, Music Business Club
- Berklee Valencia**, Valencia, Spain Fall 2016  
*Study Abroad program focusing on music technology, culture and language*
- Samuel Clemens High School (SCHS)**, Schertz, TX June 2013  
*Honors: Gifted and Talented Program, full AP course schedule, National Honor Society* GPA: 3.4/4.0

### TECHNICAL COMPETENCIES

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

### PROJECT EXPERIENCE

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- 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
  - Worked as part of a life-long, global community to bring to market a universal voice test for use in primary care to refer patients to specialists faster
  - Communicated with mentor and other team members propose, design and implement demo
  - Repository: <https://github.com/imABEING/traumaDemo>
- EPD Senior Thesis**, Boston, MA  
*OSIRIS – Hip-Hop Bass Plugin*
- Skills Engaged: Sound Design, Synthesis, Audio Editing, Csound, UI Design
  - Designed and Implemented a sampler instrument plugin for bass sounds
  - Implemented in Audio Unit and VST format
  - 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](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
  - Analysis of various musical styles and production techniques to replicate and build virtual instruments, with focus on Top 40, Hip-Hop, EDM, and RnB
  - 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

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**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](#)

#### **The BeatDown Recording Studios**, Boston, MA

January –

#### *Audio Engineer and Producer*

May 2018

- Record clients and deliver a rough mix per song every session
- Add dynamic and time-based processing and editing to vocals
- Mix sessions using studio gear to deliver the finished mix to clients from pre-recorded track stems
- Recording and editing for voice-overs, Radio edits for records
- Run listening sessions to market studio produced tracks to prospective buyers
- Edit audio to make mixes for dances, choreography

#### **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

#### **Bristol Recording & Voice Studios**, Boston, MA

November 2014

#### *Business & Technology Intern*

– March 2015

- Coordinated sessions with songwriting students and engineers
- Maintained the studio client list and contact spreadsheet
- Interacted with clients and staff using effective communication and excellent interpersonal skills
- Assisted studio engineers in recording sessions

### **LEADERSHIP & VOLUNTEER EXPERIENCE**

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#### **NYC, Atlanta Music Business Trips**

Spring 2014, March 2018

#### *Student Representative*

- Represented Berklee on an annual business trip touring many studios, publishing companies, record labels, and venues

#### **Teen Empowerment**

February 2017

#### *Volunteer Producer, B4 Studios*

- Donated fully produced tracks to a youth charity organization to empower teen artists in Boston

#### **Berklee Beantown Festival**

August 2015

#### *Volunteer*

- Advertised new releases at the Jazz Revelation Records booth
- Advised and entertained prospective buyers on the content of each CD presented

#### **Berklee 8<sup>th</sup> Annual Hip Hop Symposium**

November 2014

#### *Liaison*

- Promoted the annual Hip Hop Symposium ft. Talib Kweli through social media and flyers on campus
- Escorted guest speakers to and from events

#### **SCHS Band**

Fall 2010

#### *Drumline Section Leader, Band Secretary, Line Leader, Drum Tech*

– Summer 2013

- Coordinated and ran rehearsals, Printed Sheet Music, Directed Drumline Cadences
- Effectively communicated as a liaison between the percussion section and band leadership
- Worked with the Band Council to assess and address the needs of the Band

### **AWARDS**

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#### **North American Tour Scholarship**

Fall 2013 – Spring 2018

- Awarded Scholarship upon audition and interview to the College for performance and instrumental skill. Renewed upon application and review for the duration of degree.

#### **Berklee Achievement Grant**

Fall 2014 – Spring 2017

- Awarded Grant for maintaining academic requirements of North American Scholarship, On Campus and Off Campus Achievement as a full-time student

#### **Santander Universities Grant**

Fall 2016

- Award Grant upon application for study abroad program for Superior Academic Achievement