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, 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

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

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   *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
- 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

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

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

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 8th 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

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