Isaac Newcomb

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY

May 2024

Master of Engineering, Mechanical Engineering | Design Focus | Music Minor

Adirondack School of Recording Arts, Plattsburgh, NY

May 2025

EXPERIENCE

Re-recording Mixer — Pluriversal Futures Design Lab, Cornell University, Ithaca, NY

August 2024 – Present

- Mixed final soundtracks for educational YouTube videos, including all SFX, dialogue, and music
- Recorded and edited foley; also added sounds from online libraries and my own library of field recordings
- Composed, produced and mixed original music as bed tracks

Artist, Producer, Engineer — Cornell Music Production Club, Ithaca, NY

November – May 2024

• Produced, recorded and mixed "Angel Numbers" and "I Don't Wanna Change Your Mind" on CMP's second album, <u>Time Waits for No One</u>

Founding Engineer; Kinetic Co-lead — Combat Robotics at Cornell, Ithaca, NY October 2019 – May 2024

- Designed and manufactured four 12-lb robots over the years, <u>reaching semifinals</u> at <u>National Havoc Robot League</u>
- Built camaraderie and dedication in the Kinetic subteam through communication, accountability, and good vibes
- Solidified CRC's organizational structure: helped define subteams, projects, timelines, and best practices
- Developed clean, flexible templates for documentation, BOMs, budgeting, team rosters, part drawings, and more
- Wove clear requirements into our design practices, striving for creativity, manufacturability, and serviceability

Sound Designer — Cornell Performing and Media Arts, Ithaca, NY

September – November 2023

• Crafted evolving soundscapes for Peerless by Jiehae Park; ran cues with the clip launcher in Bitwig Studio

Keyboardist, Producer, Engineer — The Fuse, Ithaca, NY

September 2021 – May 2023

- Co-wrote, recorded, and mixed our single 3AM in the Atrium
- Developed stage plots and input lists for our live shows, serving as the band's technical contact
- Won 2nd place at Cornell's Big Red Battle of the Bands, culminating in performances at the Slope Day festival

SELECTED PROJECTS

Ice Keys — Melodica-like wind instrument, <u>isaacdnew.com/projects/ice-keys</u>

September 2018 – Present

- Created 3 functional prototypes of a portable, acoustic, flute-sounding keyboard instrument (a 4th is on the way)
- Pushed the limits of thermoplastic FFF 3D printing (almost all parts are 3D printed)
- Wrote scripts with Inventor's iLogic to parametrically generate complex, note-varying geometry

Gigging Platform — Keyboard-shaped box for flexible, laptop-based live performance

November-May 2024

- Designed to rest on a keyboard stand and fit two 1U rack modules side-by-side
- Currently houses Focusrite 18i20, power strip, and USB cables routed for quick setup and teardown
- A laptop and two Roli Seaboard Blocks mount on top with velcro and magnets for worry-free synth mayhem

SnapSlide — Self-tuning slide whistle, <u>isaacdnew.com/projects/snapslide</u>

August – November 2021

- Used FFT to get an Arduino to identify pitch, automatically adjust the slide, and keep notes in key
- Created as part of Mechatronics class: budget for parts beyond the provided kit was \$20

Graveyard Shift — 2D stealth / puzzle game, graveyardshift.page

March – May 2021

- Composed and produced a complete soundtrack and sound effects using sampling, layering and synthesis
- Won audience favorite and "most polished" in Game Design Initiative at Cornell's end-of-semester showcase

SKILLS

Studio: Signal flow, drum setup and teardown, cable wrapping, mic patterns and placement, studio etiquette **Software:** DAWs (Logic, Pro Tools, Ableton, Bitwig Studio), CAD (Fusion, Inventor, Siemens NX, FreeCAD); Engineering Simulation (ANSYS, COMSOL); Coding (MATLAB, Python, Arduino C++, Javascript, HTML/CSS).

Fabrication: Manual lathes and mills; 3-axis CNC; 3D printers; MIG welding; hand/power tools; electronics (soldering, crimping, multimeters, oscilloscopes, etc.).