James Streett V

Los Angeles, CA • jamesv@streett.com • 747-207-5028 • LinkedIn: [james-st] • Github: [jamesd5V5]

Skills

Programming & Development: Fluent in Java, JavaScript, C#, Python. Backend, plugin architecture and CI/CD workflow.

Audio Production & Music: Proficient in Pro Tools, Ableton Live, Audacity. 18 yrs piano, 7 yrs drums.

Experience

Audio Research Intern, *VoiceTune AI*   Dublin, Ireland (Jul 2025 – Sep 2025)
- Finetuned LLM tools for generative audio, exploring applications in voice modulation and sound design
- Worked with researchers at Trinity College Dublin, gaining experience in an international R&D setting
  Skills Applied: Python, Librosa, Signal Processing, Audio Embeddings

Audio Engineer, *Conrad Prebys Concert Hall*   La Jolla, CA (Feb 2023 – Jun 2025)
- Mixed 90+ Live Performances, Theses/Ensembles/Orchestras, Concert/Experimental Theaters
- Manages Post-Production, Archiving Audio/Video concerts, optimizing workflow with scripts/documentation.
  Skills Applied: Pro-Tools, Python, Music Production, Video Production

Plugin Developer, *Mammoth Plugins*   Remote (Oct 2019 – Jun 2025**)**
- Founder of a Freelance Startup, Developed/Sold 15+ plugins for games such as Minecraft/Stardew Valley
- Avg. 4.7/5 Star Rating across 1.5k+ downloads for custom game plugins, such as Spigot.
  Skills Applied: Java, C#, Maven, MySQL, SpigotAPI, BungeeCord, Smapi

Lead Manager, *UCSD HDH*   La Jolla, CA (Sep 2021 – Oct 2023)
- Oversaw/Trained 75+ students employees, ensuring operational efficiency and staff preparedness
- Promoted quickly for consistently delivering exceptional customer service/demonstrating strong leadership.
  Skills Applied: Leadership, Communication, Adaptability

Projects

[DolphinBox] | UCSD Senior Project   (Feb 2025 – Jun 2025)
- Collected and labeled dolphin audio. Processed into spectrograms, MFCCs and PCA to extract best features. Trained a multi-label CNN model, achieving up to 94% classification accuracy on dolphin vocalizations
- Received Michael L. Sherman ICAM Research Award for innovative research
  Skills Applied: Python, PyTorch, Audacity, Audio Engineering

[BaconBrawl] | Mammoth Plugins   (Nov 2023 – Feb 2024)
- Developed/Sold a customizable minigame plugin for servers, implementing continuous delivery at release.
- Worked with MC server admins to suggest features/feedback, recreating a fresh take on a beloved game.
  Skills Applied: Java, Maven, SpigotAPI, Foundation, ProtocolLib, BungeeCord

GameJam Competitions (Game Development, includes Music & SFX)   (Jul 2022 – Aug 2025)
- [GMTK Game Jam 2025] – Top 10%, 9,500+ entries | 96-hour jam, Aug 2025
- [GMTK Game Jam 2024] – Top 4% of 7,500+ entries | 96-hour jam, Aug 2024
- [GMTK Game Jam 2023] – Top 25% of 6,500+ entries | 48-hour jam, Aug 2023
  Skills Applied: Ableton, Audacity, Godot, Unity, C#, JavaScript

Education

University of California San Diego   (Sep 2021 - Jun 2025)
- *B.S.* in Cognitive Science - Neural Computation & Machine Learning (GPA: 3.8)
- *B.A.* in Interdisciplinary Computing and the Arts - Music
- *Minor* in Computer Science
- Lab Experience: Audio processing using machine learning with recordings at the **San Diego Navy Base**
- Clubs: Runner, Skier, Boulderer