

## Kyle Verrier

http://kverrier.github.com

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**OBJECTIVE** 

Work with a software engineering team focusing on audio/music and web technologies.

**EDUCATION** 

Bachelor of Science, Computer Science & Minor: Business Administration, May 2013 Carnegie Mellon University, Pittsburgh, PA

COMPUTER SKILLS

Computer Languages: Java/JS; Python, Ruby, Pearl; C, Assembly; Standard ML Frameworks & Libraries: Ruby on Rails, JQuery, Apache Tomcat/Java Servlets/JSP OS and Core Tools: UNIX (Mac OS & Linux), Windows XP/7, Vim, Bash, SSH Selected Software: MAX MSP, Adobe CS5.5: Photoshop/Dreamweaver/Illustrator

SELECTED PROJECTS

Software Engineering and Interaction Design

Fall 2012 - Present

Augmented Guitar Performance, Personal Project

• Development of interactive software and hardware sensor integration to extend the expressive musical capabilities of the guitar.

Web Manager

Spring 2012 - Present

verrierboutique.com, e-commerce solution for VERRIER LLC, New York, NY

• Web development for VERRIER women's fashion online retail site.

Audio Streaming Software Engineer

Spring 2012

Federation of Laptop Orchestras, Carnegie Mellon University, Pittsburgh, PA

 Audio streaming network software direction for the world's largest distributed laptop orchestra performance, amongst seven schools in the US and UK. Featured at the first Symposium on Laptop Ensembles and Orchestras.

Web Developer

Fall 2011 - Present

 ${\bf Combo\ Trainer,\ Personal\ Project,\ https://github.com/kverrier/Combo-Trainer}$ 

- Web application offering physical training exercises to improve timing accuracy for game sequences. Users dynamically create move sequences with associated rhythmic timings that can be practiced and shared.
- Technologies: Ruby on Rails MVC architecture; JavaScript/JQuery, JSON; CSS3, Twitter Bootstrap; test framework RSpec, Capybara, Cucumber

Website Administrator

Fall 2010 - Present

verrier-fashion.com, VERRIER LLC, New York, NY

• Manage and update seasonal content (HTML5, Javascript, CSS3).

Software Developer

Spring 2011

TubesCreamer Audio Plug-in, Carnegie Mellon Computer Music Department

- Developed an audio plug-in for Audacity, audio editing software, modeling the TubeScreamer vintage guitar overdrive effect pedal.
- Technologies: Nyquist audio scripting language (LISP), Audio Spectral Analysis

**EMPLOYMENT** 

Teaching Staff

Summers 2009-12

Manhattan School of Music, New York, NY

• International Summer Youth Outreach Program. Taught classes spanning from orchestral group ensemble to music technology.

EXTRA-CURRICULAR ACTIVITIES Audio Engineer, Carnegie Mellon Recording Studio Business Advisor, Business Technology Club Jazz Guitarist, CMU Jazz Orchestra

Team Member, Collegiate Rowing Club