Kyle Verrier

http://kverrier.github.com

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220 W. 93rd Street Apt. 4A, New York, NY 10025

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
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